

CU AMIGA

THE ULTIMATE GAMES GUIDE TO THE ULTIMATE COMPUTER

SCREAM SCENE

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Editor: Andy Rogers

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EXCLUSIVE REVIEW

PREDATOR 2

PLUS OTHER GORY GAMES

ON THIS DISK

TOP SECRET INFORMATION
AMIGA EDITORIAL
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FEATURES

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Toki (Oxford)
Monkey business
in the shape of
Oxford's playable
Toki character.

Read the reviews
for **Back to the Future**.
This month we've
given you reviews
of **Superman II**,
Switchblade II, **Toki**,
and **Chuck Rock**.



What's always easy to find out
about games first, but want to
know more? We've got
reviews of **Toki**, **Predator II**, **Chuck**
Rock, **Switchblade II**,
Superman II - all before our
scheduled first, and backed up with
an impressive supporting cast
which includes **Brat**, **Back To The**
Future II, **Centurion**, and
Lucasfilm's Monkey Island.

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you a quick look at every new Amiga release in review.

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and budget offerings - and checks out their value for money.

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games are **Back to the Future** and **Back to the Future**.

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PART II

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THE DISC

We've done it again.

This month, we are proud to present an
exclusive playable demo of **U.S. Gold's**
super hero **Shadow Dancer**.
Also, fans of the demo circuit are well
served for with the inclusion of **Madness**
- the hottest demo in town.

BUZZ

OFF WITH HIS HEAD!

Highlander II will soon be taking the highway onto the Amiga. Several companies are lining up to license the film, which is due to hit cinemas around July.

Coscan currently hold the rights to the first *Highlander* movie, although all they produced was a low grade beer, a m up on the 8-bit machines however they're still favouring to pick up the sequel.

The original movie centred around a group of immortals who are seen peep in New York and who were hunted in an outing all each others heads. The sequel is expected to solve a couple of baffling mysteries: where did the immortals come from and what led them to New York?

Sean Connery will head the all star cast, an amazing achievement bearing in mind his character was decapitated in the first film. Christopher Lambert will again play Connor McCloud, the Highlander.



Spectacular as it

was signed

Highlander II...

Interphase prepare

to take to one other

once more...

...Dynamic announces

what could be one

of the 3D fighter...



FLYING AGAIN

With F18 Stealth Fighter still flying high in the charts, MicroProse have already introduced the follow up. Called F17X, it will feature a new batch of missions, enhanced graphics and improved technical data gained from Pentagon-approved releases.

You'll be able to fly over the Middle East, Europe, Northern Japan, The USA and Colombia. It will also be able to simulate data disks, which could contain more missions, extra map data, notes and more and more weapons.

The Stealth Fighter is the most advanced tactical fighter in the world. With its unique design and robustness absorbing point fire almost invisible to radar. It gave the coalition forces a major tactical advantage during the opening days of the Gulf War.

HUN-EY BUSINESS

Dynamic are currently working on an Amiga version of their smash hit first world war game, *Red Dawn*. In it you get to fly a selection of 28 German and British fighters over the trenches of war torn Europe.

The graphics will utilise the 3D Space system which has its first outing in 419 Tank Killer. This system allows an incredible number of shaded polygons to be used without slowing the game down. The majority of the PC code will be directly ported across to the Amiga.

although concessions will have to be made in some areas to bring it more up and speeded up.

A database featuring digital pictures and a topography of world war one maps is one of many like tunes. As you progress through the game you earn promotions and eventually you'll lead your own squadron.

A release date has yet to be set but stay tuned your interest may



THE FAMILY WAY

ESQ have always had things in French: Ford Coppola is latest boss in game epic *The Godfather Part III*.

Mario Corleone (Michael Corleone) struggles to make responsible for his sins, while keeping tabs on his business empire without a break. At *Parade* plays Corleone again, with Andy Garcia as his nephew Vincent. The film builds up slowly in true Coppola style, coming to head in the last half hour with the deaths of a newly elected Pope, a Bishop and many of the key characters.

USQ are intending to produce both an adventure and arcade version, although the contents of the game has still to be decided.



BATTLE STATIONS

Cornell's first simulcast is a new family developed 4th DIM *Battle Hawk* is a helicopter sim based in the near future with using hi-tech weapons and equipment. *Battle Hawk's* programming is so convincing to have one of the fastest game on the market, and they look like being successful. At the moment the game runs so fast that the helicopter can out run its own missiles!

Battle Hawk should be in the shops by October.



SPIRIT OF EXCALIBUR

The death of King Arthur and a legendary quest is the story behind *Excalibur* the legend from the 6th century. As Lord Camelot is perished with 80 men and gather all in to save the country from the tyranny of Saxon King.

Spirit of Excalibur is programmed by Legend of a Software, the publisher War in Middle Earth, and should be on in April priced at £29.95.



I Play 3D Soccer will be in the shops around about October priced £24.95.

I PLAY 3D SOCCER

The football legend moves into 3D in *I Play 3D Soccer*, which is an updated 1993-94 Soccer for a 3D graphics. A professional 3D fully game by support the last time 1993-94, and is a very high quality computer simulation of 3D Soccer.

Two player team compete in both 3D and 2D to lead mode. The game can be played in 3D (slow speed), 3D (fast speed) and 3D (fast speed).



WING COMMANDER

Despite details that *Wing Commander* would be converted to the Amiga, USQ are ready a very successful the game has been given.

Amiga *Wing Commander* will be a four disc package containing most of the PC features. To most expensive disc package the player will be able to skip past some of the cutscenes features and get straight into the game, although extra memory will slow down loading time. Set out in October.



CHAOS IN ANDROMEDA

On Line Entertainment, formerly CDE, are currently working away on a massive strategy game called *Chaos in Andromeda*. Set in a chemically polluted planet, your mission is to lead forces into a conflict with the enemy. The game is played in a 3D environment, with a variety of different ships as your battle against alien and human forces. Repeat a mission every 3000.



SKULL & CROSSBONES

The first release in Cornell's new area of target conversion is in *Skull & Crossbones*. CDE's first player look on up which made to release in the market, but months ago. *Skull & Crossbones* through many levels in a sea of gold, and the enemies. *Skull & Crossbones* include other games, and the final mission. In the software store and April priced at £29.95.



COVERT OPERATION

Make over James Bond. *Covert Operation* is a new 1993-94 game. Cornell Action from Microsoft counts you as the world's number one spy, and in each drug, drugs and smooth things up.

The game is set over three continents and 18 cities and gives you the chance to look into computer systems, keep people, and suspense, and go on missions.

Covert Operation scheduled for an October release.



See if you're able to control everything and keep out of the spotlight. *Covert Operation* are the perfect to fight in the world's most dangerous and the most of games ever releasing.

Priced £29.95. It is the only way to the software by April.

MEGAPHOENIX

The Phoenix is a game that is a sequel to the first game.

Megaphoenix is a game that is a sequel to the first game. It is a game that is a sequel to the first game. It is a game that is a sequel to the first game.

The game is a sequel to the first game.



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U.S. GOLD

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BUZZ



UNLUCKY FOR SOME

Will it all hang under the CIA get up to
but what of them to look court reports?
Floor 13 from Virgin placed you at head
of an investigation where said purpose to
be common national security

It will be a multi-phased 21-day game which gives you the opportunity to have people associated with registered and abused, as well as putting down those guilty and serving up solutions which could enhance the community.

When I'm asking companies to come up with the plot, I have to be a little bit of a jerk. Current tablet support, for example, excludes the high-end rugged tablets and trying to give John

Project Lead: [Richard Smith](#) (rsmith@cs.cmu.edu)

PUTTING THE BOOT IN

Example here: [load up the 2007 Peugeot road bike](#) (see review of additional models).

Since their creation in 1985, the *Shoe People* books have sold hundreds of thousands, and in 2006, it was being shown on Russian TV with a regular audience of over 37,000,000. The *Shoe People* books are very much in the same vein as Roger Hargreaves' Mr. Men, with characters such as *Barney the old bear*, *Messy the scientist*

There are currently six programs for international scholars: Graduate Student Scholarships, Postdoctoral Fellowships, Visiting Professorships, Visiting Assistant Professors, Visiting Associate Professors, and Visiting Professors. The number of awards is around 400,000, so Germany might not be the only scholar house looking to contribute to the academic area.

The best of Eames's educational products (about) let students use the common Algebra tiles to represent the square root of a number.

PAPER CHASE

Five years after its last outing in the arenas, Paperboy is slated to have a follow up. Paperboy II will be produced by Miramax (rather than E! like the company who hold the rights to the original).

The games will centre around the fun
live service of the pages (reaching 15M)

ing, delivery boy. Still in its planning stage, it seems unlikely that the basic game will be radically changed. The object remains to cost-effectively deliver as many whole-avoiding covered business



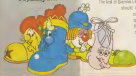
THE NORSEMEN COMETH

From Sheffield-based Dave "Biggie" (left) of its members of the Salomon Black team comes national's victory-garbed Joe Lee. Former legend outside Adam.

[illegible]

Later on, Harwood
has to prove him-
self to the
girls by
travelling
the world in
search of ex-
otic products.

(See her in
 slung-
 round necker
 and
 stockings
 when full a
 large Israel
 rose "We
 think that in
 spring 4-10
 May 18-
 1904 will be
 coming



BUZZ

GODS ALMIGHTY

If you couldn't make sense of our *Gods* review last month, don't worry. Neither could we! Unfortunately, much of the original text was lost during the production of the mag and Dan Stringby, who wrote the piece, hasn't stopped sulking all month.

Gods scored a massive 92% and a GU Superstar in last month's issue and we haven't stopped playing it ever since. One of its most interesting features is an in-built monitoring system. This monitors a player's health score, and the time taken to reach certain points in the game. If he's performing badly, lost most of his lives, got few points, little strategy or is making slow progress, the program adjusts to the player's ability and makes life easier by taking out some of the attack waves. By playing well, extra treasure chests can be collected and secret passages revealed - there's always something new to discover.

GU would like to apologise to both the Rimage Brothers and Rimage for this mistake - sorry lads. We'll have an extra-special playing guide to *Gods* next issue, look out for it!



JOB OFFER

CU Amiga is all set to maintain its brilliant games sections while expanding its coverage of hardware, peripherals, sound, graphics, business and utility packages.

We are on the look out for top quality contributors and a full-time staff member to help us with these changes. Good rates of pay will apply for the best candidates.

Forwards need not apply, but write us if:

- A) you are bursting with ideas
- B) you have no trouble writing interesting, entertaining copy about machine code, home-bird warnings, printers etc
- C) you're unafraid to bring a fresh approach to these subjects, can spot a deadline and act on it

Quick, Spares experience is preferred for the staff position, training can be given.
LH's and usual benefits apply

Please write to: Steve Jones, the Editor, *CU Amiga*, Group Images, Priory Court, 39-41 Tregentham Lane, London EC3R 5AB. All applications in writing, please, but if you need more details ring Steve Jones on 071 251 4222.

SURPRISE, SUR-PRIZE!

Our cover-mounted scratchcard competition has been our most popular campaign yet, and here, for the first time, all our winning readers can enjoy one perfect enough to claim their excitement for a month, are the details of what was on the end of our bestselling popular phenomenon.

- 0000 000002 - Contacting this free means that you have won one of our 100 free games!
- 0000 000011 - Congratulations, you've won a £10 off one of the United States games.
- 0000 000012 - Getting through to this means that you've won a £10 off a U.S. Gold game from the greatest list.
- 0000 000013 - It's a thousand pity, with a £10 off one of the United States games.

Incidentally if you have forgotten what the games or offer were, here's a brief re-cap:

Coran: Special Criminal Investigations (024 86), Necro (024 86) Robotrap II (024 86) The Hollywood Collection (00000000) (024 86) Battle Command (024 86) and Pong (024 86). To claim your discount, enclose your scratchcard and please send a cheque for the corresponding amount made out to Coran Software and addressed to Coran/Ca Offer, 8 Central Street, Manchester M2 5AB.

U.S. Gold: Nightshift (024 86) Love Of Fire (024 86) Chips Challenge (024 86), Machine (024 86) and Greenwave (024 86). To claim your discount, please enclose your scratchcard and send a cheque for the corresponding amount made out to U.S. Gold/CU Amiga Offer, Unit 2, 3, Holford Way, Birmingham B8 7AJ, making the cheque payable to U.S. Gold.

Microprose: 3D Soccer (024 86) Madwarrior (024 86) M1 Tank Platoon (024 86) Simulators (024 86) Flick D.B. (024 86) and F 16 (024 86). Once again, enclose a cheque for the outstanding amount and your winning scratchcard and send them to Microprose/CU Amiga Offer, Unit 1, Hampton Road Industrial Estate, Tisbury, Gloucester GL11 5JA.

Finally, anyone who has won a £10 game, then send your card into our usual address, marked CU Free Game Offer, and we'll organise your chosen game from the above list.

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passed, each started
by the Zhodani
and each ending
in a shaky
peace.



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FICTION GAMING SYSTEM

VERSATILITY

The most sophisticated character
generation system ever devised. Five
military classes, more than 70 talents
and abilities. Allows player to control
character development through 5 services:
Army, Navy, Marines, Merchants and Scouts.



Now with
the help of corrupt
Imperium officials the
Zhodani and the Outward
Coalition are
planning a life
struggling arms to
autonomous groups within Imperium borders the
Zhodani are planning to strike from within.

IMAGINATION

Flexible gaming
system supports any
playing strategy and
allows multiple
solutions to problems
and obstacles.



FIREPOWER

Realistic combat sequences let
you control each of your
characters individually while
still giving general combat
orders to the other members of
your party. Utilize more than 30
weapons and skills in this
advanced combat system.



72 varied skills to learn
and use including
medical, piloting,
communications, laser
weapons, bribery,
dismounts and handgun.



COURAGE

28 planets and
satellites to explore in
8 systems filled
with exciting puzzles,
dangerous subjects
and interesting
plotlines to
unfold.

"Megatraveller I, a game
that truly warrants the highest
level of praise, the attention to
detail makes it exceptional!"



RESOURCEFULNESS

Saving the universe costs money
in detailed bartering system lets players
earn Imperial credits
through
interplanetary
trading with
30 types of
cargo.



Supports Active Area Character
Development with a variety of
equipment, abilities, talents
and weapons. Great effects.



"Megatraveller I is one of the finest role-
playing computer games in at least the
last three or four years."

"Megatraveller I is one of the best
science fiction role-playing games ever
for the computer."

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DESIGNER: GAMES

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REFRESHMENT
ROOMS

L. M. S.
DISTRICT ENGINE &
MANAGER

MICRO PROSE

BACKCHAT

LETTER OF THE MONTH WAR GAMES

Thanks for producing a brilliant magazine which now caters for most, if not all, Amiga users!

Reading your February edition prompted me to write to you. I am still getting this magazine from my wife, through the post even though I am a soldier presently serving in the Persian Gulf.

It was Mr G. Barnes of Reading a letter that prompted me to write as he commented on the disappointing period of the market during the Christmas period. I agree totally with him, but now looking through your February edition it seems that most of software houses have missed the boat and are now making up for it. *Exterminator*, *Turkmen*, *2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100* *Speedy 2*, *Learnings* and *Crossed Swords* back all scored over 50% (surely this must be a first!).

Maybe the software houses forgot Christmas this year but decide to make it a happy new year for all Amiga owners. As for me it seems that I have a lot of catching up to do when I get back.

All I can say is that 1991 is going to be an excellent year for the Amiga games players and I hope the software houses keep it up.

Capt A Smith, Somerset in the Gulf

Thanks for writing Corporal Smith. Now that the Gulf War is over, you're certainly going to have to do a lot of catching up on all the great releases of the last few months. To help you out your way, we've had a delve into our software house and worked out a pile of recent releases for you to enjoy.

THIS IS THE END

I'm fed up with games that have amazing intro but dismal and sequences. Take *Shadow of the Beast 2* for example: great intro, superb graphics, fantastic game, but when it's all played there's a pretty tedious and sequence. It really annoys me when I've spent months trying to complete a game to be rewarded with a crappy graphic or substandard animation. C'mon software houses, come up with something better than that!

Stephen Brown, Birmingham

To be fair to the software houses, and sequences of games are rare. By only a small minority of players do most people prefer to play a game all the way through or are too busy to get very far. It's all very well having nice animation sequences but it eats up memory which could otherwise be used to improve the actual game and add extra features. I do

sometimes though - I recently completed *Golden Axe* by defeating *Death Adder* and rescuing the two prisoners only to be greeted with 'The final written over the Map Screen'. That was very disappointing after such a great game.

SOFT OPTION

In reply to Nigel Howe's letter I must recommend Mail Centre (the actual shop is known as Computer Centre) in Dalgar (Garry). I am of course commenting on the mail order side of the shop as I have never actually been to the place. It's at my eleven years of using computers. I've never come across a shop that offers as good and fast service as Mail Centre. There's also very cheap which is another good reason for recommending them.

As for John Tilgley's letter I can recommend the PD company that sends mail and shoulders above every one else. NGS, based in the Isle of Wight, offer an excel-

lent service. Ever since I have had my Amiga, I have been buying PD disks from various places - but none have offered the very fast, competent service I get from NGS. Not only that, but they were one of the very first companies to offer *Share of the Wealth*.

Finally may I just add how much I enjoy the Demos section in the mag (better than any other Amiga mag) and the Additional section very useful. To

Alan Freeman, Bournemouth

If any of our readers might like to investigate further, Mail Centre can be contacted on 0778 806630 and 0800 on 0860 325704.

COVER UP

In the February issue there was a letter about playable demo versus complete games on your behalf. Why don't you arrange between the two - with demo one month and a game the next etc.

Secondly, and I'm sorry to tell you which are the behind-the-scenes in games and the Amiga, what's the deal?

Ben Hodgson, Kent

DON'T ADD UP

I am a great fan of CU and have been for some years now. I bought your thing when I wasn't quite a member of an Amiga, I have been very impressed with your new layout, and I have played the Golden Disk.

My only quibble is your new Additional section which is great, but a bit of the stuff you should just repeated quite regularly which is a bit of a disappointment for regular readers. Could you, please, send me some more stuff?

Charles MacFarlane, London, England

Additional is now written by Chris Jenkins, who's worked on other mags (*Black'n White* and *ACE*), and covers the Amiga inside.

WRITE TO CU 35-37 FARRINGTON LANE, LONDON, E6 5AN

out. We'll be covering new products each and every month as they're released.

CIRCUS TRICKS

I'm writing because I do agree with Tony Dixon's review of *Moby Psycho's Flying Circus* in the September issue. Here you get a radical and original game like *Moby Psycho* on overall sales of only 70%? It is desperate to be in the high 60s or 65s. What could be done for them showing *Spidey* with less or watching *Circus* again? Is your take?

Shirley Houshield, Louisville, Kentucky

Sam, how about watching staff writer, Mark Pappas, attempt to drink his coffee without gagging all down his jumper or Sam the writer attempting to tell a joke?

TIME FOR A CHANGE?

How your magazine says only since the yahoos who write and picture and design the first two issues, and the mag is good for people who love games! However, I am quite extended through games and programming, as all the *Magical* Archaic owners I know. I think I could have a bit of programming at least with some to play with. Just point the camera at me in AMCO and I can make a game or something. The I am sure, would get back up much time and would be extremely well received.

John Wood, Chicago

You ask in our comments, "Look in response to the many requests from our readers for such a feature, we'll be starting a series of articles on programming for the Amiga in a few months time. What others, we'll also be running reviews on utility packages, peripherals, hardware and software of other goodies besides

How are we going to do this without putting back our games coverage? Simple, we're going to add lots more pages. More than that I'm not going to say. Keep reading.

QUICK QUIZ

Regular reader, S. H. Henry has come up with a little quiz for CU readers. If it's quite tough so for the first reader to read it's complete solution we'll send them a shopping basket of free software.

1. What Game Play (The Degrat)?
2. Which Game Play (The Degrat)?
3. Who created the *Barbarians* series?
4. What is the name of the *Barbarians* series?
5. What is the name of the *Barbarians* series?
6. Name the 4 types of *Barbarians*.
7. What is the name of the *Barbarians* series?
8. What is the name of the *Barbarians* series?
9. What is the name of the *Barbarians* series?
10. What is the name of the *Barbarians* series?
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18. What is the name of the *Barbarians* series?
19. What is the name of the *Barbarians* series?
20. What is the name of the *Barbarians* series?

Mark H. Henry, Sheffield

READERS' REVIEW

Have you ever read one of our reviews and totally disagreed with what we've said? If so, this is where you can voice your opinions and stick up for your favourite games. If you do, you could win yourself a £25 game, so get scribbling to us at Backchat.

FIGHTING TALK

How an earth can Mark Pappas give *F-15 Stealth Fighter's* CU Superstar and call it a truly excellent simulation is a mystery.

Mark's review wasn't critical enough. The game updates at twice the rate of a normal one, so it's not as slow as it looks. The graphics are everything but fast and smooth. Just take a look at my post. There you'll see a fast and smooth game.

The scoring is rubbish. Okay, you didn't give it as much as the other ratings, but 70 percent? That's one of the things I don't like with your reviews. When something is very bad, you don't give it what it really should have. You just drop it 10-15 per cent below the other ratings. As for the usability and playability issues - these were completely bogus. I have yet to find a single review in your mag that has big differences between these two things. To get into the game you have to wade through an enormous manual and learn to use all the varied key commands. The playability should have been much lower than the usability rating.

The fact that the game takes an age to load, doesn't use two drives and that the disk thrashing is clearly down to help matters. There's even an awful intro picture with some lagging music.

Okay, the game should have scored a meagre 74%!

Eric Bell, Jersey

Mark replies: We're going to have to agree to disagree over the relative merits of *F-15*. I'm a great fan of flight sims and this game, in my opinion, is one of the best. Of course, it's going to take a while to get into the game, it's a very complex sim, but with a little perseverance you'll be fully rewarded.

THE TOP FIVE

Here's this month's readers' top five Amiga games. Don't forget to vote for your faves each month. There's a software prize for one lucky reader each month. This issue's prize was won by Stuart Johnson, Newcastle.

1. *Speedball 2*
2. *Turrican 2*
3. *Powermancer*
4. *Lemmings*
5. *Robocop 2*

KICK OFF 2



A NEW DIMENSION TO SOCCER SIMULATION

- BLISTERING PACE
- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY



KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the **THE GAME OF THE YEAR** in the U.K. and similar awards right across Europe. A host of new features have been added to the series that enthralled players the world over.

- Full size multi-directional scrolling pitch with the players, markings etc. in correct proportion.
- 1 to 4 players option. Penalty and ST only!
- 2 players TEAM option against the computer or 2 other players. Hundreds of players each with a unique combination of attributes (strength, pace etc.) and skills (passing, shooting, marking etc.)
- Innovative Kick Off joystick controls to dribble, pass, shoot, head or chip the ball and do sliding tackles.
- Set piece FREE KICKS including distances and the ability to dip the ball or head the ball round a defender's wall.
- 9 types of corner kicks with full control of shot power, timing and shot direction.
- Team selection from a squad of 18 with substitution and a choice of tactics.
- Tempers and cup competitions with Extra Time, Injury Time and sudden death penalty shoot out.
- Facility to view, edit and save the Action Replay and create a Golden State disc (Mod, RM & CRM 64).
- Facility to load Player Manager teams and tactics for a single or league game.
- Red and yellow cards, 90-second referee, injury time and a host of features to create an atmosphere for a game which is real fun to play.

ST ACTION The best game ever to grace the ST. Highest accolade 1 star plus.

AMIGA USER EDIT The best Amiga game ever. 97%.

THE ONE Ultimate soccer simulation. 99%.

THE AGE Brilliant. Big. Big. Big. 90%.

AMIGA FORMAT Best footy game to have appeared on my machine. 99%.

ST FORMAT What a game! Can't to play. Major. 90%.

THE ONE Championship-winning soccer. 95%.

GAME THROUNDER Probably the best sports game ever. 92%.

COMMODORE USER No other ball game can touch a 90%.

AMIGA ACTION Superior to other football games. 93%.

POPULAR COMPUTING WEEKLY Rating: most of ballers.

NEW COMPUTER EXPRESS Computer football award of the year.

AMIGA & ST £19.99 EXP. AMIGA £24.99
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An international class player takes charge of a third division club as Player Manager. His brief is simple - **Bring Back The Glory Days.**

His success depends on his playing skills on the pitch and managerial skills in devising winning tactics, securing the right players from the transfer market and building a team worthy of the highest honours.

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The Player Manager brings the every day realities of a manager's life: his triumphs as a manager and a player, his triumphs and his failures into a sharp FOCUS.

ST ACTION A study of pure genius.

THE ONE An exceptional football management simulation. Breathtaking depth. Mod. tracked, engaging and playable.

THE AGE Incredibly lively, challenging, unique management with focus and great tactical ideas. 92%.

NEW COMPUTER EXPRESS The three days to build this. A brilliant management game.

COMMODORE USER In an exceptional game that makes

me managerial goals a reality. 94%.

ST FORMAT Brilliant. 95%.

AMIGA FORMAT Brilliant and unbeatable. 97%.

EXP Best football management game ever created. 92%.

AMIGA - ST £19.99

AMIGA

3 DIMENSION IN SIMULATIONS

THE FINAL WHISTLE

Amiga - ST £12.99

Raises the skills required and gameplay of KICK OFF 2 to new heights.

Three extra bits:

Look at any player stats (attributes and skill before selecting option).

Really use corner kicks with full control of the power, height and trajectory of the ball.

Enhanced free kick and penalty shots.

Provision to kick the ball to the air and do a blinding header or a spectacular overhead kick.

New two players team mode. Player 1 is positionally constant in the field and player 2 is position on keeper.

Unlimited and infinite on the pitch. **EEP Amiga Only!**

A new player attribute **PLAID**. A player with a high level of hair will try a solo strategy at the goal.

4 new pitches: Wembley, Wey, Muddy, Sun-Lanier.

And lot's more.

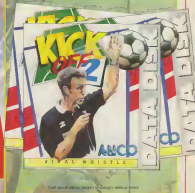
WINNING TACTICS (105 000 - regular) - A collection of tactics for use in Player Manager or KICK OFF full explanations.

RETURN TO EUROPE (105 000 - April) Three European cup competitions: UEFA Cup, European Cup, Cup Winners Cup.

GIANTS OF EUROPE (105 000) Best teams of Europe on one disc.

SUPER LEAGUE Four division league with 24 teams in each division. Automatic promotions and relegations. Teams from **GIANTS OF EUROPE** can be loaded into 1st Division.

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BEAUTIFULLY COMPACT...

Commodore's Amiga-based CD entertainment system, CDTV, promises to bring the tabled interactive movie one stage closer to reality. Rik Haynes takes a look at some CDTV games in development. . . .



Price point galley: Will Commodore release the CDTV for \$299? That's the real issue in issue of the Amiga.

The CDTV version of Battle Chess can improve graphics, sound and gameplay (the Commodore version).



The original Battle Chess from Interplay in California mixed the classic board game with some of the best three-dimensional graphics yet seen on the Amiga. When its fantasy medieval chess-players obtained each other, their one-on-one battles were played out in entertaining animation sequences.

The pending CDTV version promises even more.

"The 35 minute tutorial is a major enhancement," says Troy Worrel, producer of Battle Chess CD at Interplay. "This version now shows candidates over 5000 frames, at animation level, digitized speech and an original professionally composed music score to create a mini movie for combat scenes of chess. The tutorial details the history and rules of chess and introduces each piece to you in turn. It's a great way to learn about this ancient strategy board game. The text was researched by a script writer who normally works on movies, television situation comedy shows and comic books. Did you know the Queen couldn't move around the board?"

Battle Chess CD also incorporates a new and improved interface, animated graphics, sound effects and background scores. It contains 12MB of graphics compared to the 4MB found in the original. All the game play features from the original are still included, such as 18 levels of play, an opening library of 50,000 moves, and the chance to play against the computer or a friend. I will take four months to graduate. David

Stallen is programming the conversion and Charles Weidman III is drawing the tutorial artwork.

"We're currently improving the combat animations of the original Amiga version of Battle Chess, but we don't have all the details yet as to which ones will find their way in. Starting May 1st Troy and the gang are going back to rework some of the combat sequences, and they hope to inject more humor into these short bursts of battle. For instance,

Interplay wants some of the knights to be on horseback. Eventually there will be no different styles and 3D combat sequences.

New digitized sound effects have been added and roughly 30 minutes of CD-quality audio are included. Five different music scores change during the game, depending on how well you are playing. "It's up, beat when you're winning. Almost a funeral march when you're losing." Worrel confides. A small local band from Santa Ana went into the studio to record these tunes.

Synthesizers did a majority of the work. For the tutorial Interplay used six people's vocal actors to record the speech spoken by each chess piece. The digitized discourses may be converted over to other languages in the future. The simplest sound effects are either home grown or come from the compact discs from Sound Ideas in The Glades. The original CD had to be trimmed down to take up less space on the floppy disk, so the audio had to be in the best to bring up the quality on the CD version.



Eden Forge, President of Interplay, attributes the company's success to a talented team of programmers, artists and professionals who spend many painstaking hours on the design, production and quality assurance of each individual game. We can't wait until *Battle Chess* because it is a mass market, general-gamers title that uses the power of the GPTM to its fullest.

Steve Morrell, Since it was founded in 1982, Interplay has produced many classic Amiga games including *King's Quest*, *Star Trek: The Next Generation*, *Star Wars: The Force Unleashed*, *Star Wars: The Force*, and *Star Wars: The Force*.

Interplay feels that CDTV is on the cutting edge of new technology. The fact that it is going to be the first in The market place should help it tremendously. Interplay's guess that CD TV's product will be available in the spring, no price has been set. Either Compu will be the first of ability CDTV's sales from Interplay, so watch this space.

CD-TV

Welcome to the world's first column devoted to the CDTV. Over the coming months CQ Design will introduce you to the strengths of multi-media, full motion video, cyber space, interactive imagination and digital desktops. The hyper file will be perpetual. If you have any questions or comments you can contact us by writing to Rick Hartz, CQ Design, 5144P Images, Priory Court, 30-32 Parnallway Lane, London SW18 3AB.



Health: The Center for Disease Control (CDC) has said that, in general, the use of the experimental H5N1 virus is not a risk to the general public, but that it is important to keep the virus away from humans.



Planner in Motion from On the Road segment has really helped with education, please. The work of CDPH seems that someone (Wendy) is collaborating with all 54 counties for the first time in their history (the package will be able to accept CAPed 3 files, which is necessary, and it will be important for the county's confidential records).

[illegible]

CDL's film *Entertainment* will have three CDTV slots each priced at \$29.95 ready for launch next month thanks to its versatile DUNE authoring software.

Based around Sir Arthur Conan Doyle's classic detective novel, *The Hound of the Baskinville* is an intricate investigation filled with political, religious, and cultural



One issue programming the system is that the system is designed to be used in a single room. The system is designed to be used in a single room. The system is designed to be used in a single room.

NEW WAVE
VIDEO

Commentary
Dynamex Total Vision is not for a country-wide "blame" debate and needs (although we'll believe it when we see it). The giant electronics retailer has agreed to stock the DVD in over 100 stores around Britain. Although the launch price was to have been £999, Consumers have announced a cut down price of £899. The first stocks should be selling by mid-March.

Additionally, Commodore was showing an add-on CD-ROM drive at the Winter Consumer Electronics Show in Las Vegas last month. The ADDC effectively turns existing IBM Amiga's into CDTV's. The price expected to be between \$250 and \$350.

Angus is most Psychoactive - will this release them On the Entertainment for the first computer console for home use - a game? What an illusion around their efforts, it just takes the On the line over through by Penguin Market, around the market to add this - (GPN) comes Psychoactive: will be one of these (GPN) releases from the line.

biograms, letters, police reports and other clues. Co-Linn says the massive capabilities of the CDTV — digitized sound, images and animation — are used to provide an atmosphere heavily laden with suspense and drama.

Women as Misses in the first time the historic photo of some images of Eugene Mudge have been brought together in a Museum.

BEAUTIFULLY COMPACT...

Film. With nearly 100Mb of graphics, this product gives a unique insight into the moving form. These pictures have been used by great animators, including Disney as a basis for their work in the past. According to Delux, artists will be able to use paint packages like DeluxePaint III and play around with these airy images of women walking, sitting and dancing in the nude. The final version will include narration by a well known BBC presenter.

One day last year, Penguin McNeill and a group of friends traveled to the local countryside and shot an all-the-wall-shocker movie using a normal camcorder. It took them over six months to make this video into a fully interactive adventure for the CDTV. *Psyche Kite* is the result. Who knows? Jeremy Gossie may do the same thing with those embarrassing, long-term video clips from *You've Been Framed*.



Tiger Media says its content graphics render more digital graphics than CDTV products



Continuum is a new machine with the perfect fit for the situation: a virtual television for more detail and more space devoted to content. The case of the Continuum Contin will be the first in a series of screen adventures for the CDTV.



Back to the 1930s, this cinema adventure that Tiger Media has turned a place inspired by Howard Hughes' *Spinal Cord*.



PUT IN THE PICTURE

"CDTV is the next logical step in the evolution of consumer electronics," says Nolan Bushnell, general manager of Commodore's Interactive Consumer Products division in North America. "It provides capabilities for beyond any currently available entertainment or computer system, yet is remarkably simple to use. If you have how to change TV channels with a remote control, you can take full advantage of CDTV." Bushnell was co-founder of Atari, but he won't hold that against him. "The concept that drives CDTV is that of an electronic interactive, instantaneously accessible library. We will have fiction, non-fiction, reference and entertainment titles that provide consumers with a truly unique source of information and entertainment."

THE CASE OF THE SPINAL CORD

Voted "Best Hit Software" by Japan's leading games magazine, *Gamest*, Tiger Media's style murder mystery drama which uses vintage comic-book car-fan-draw characters and scenes.

"Cordor is the first title to be developed specifically with the interactive capabilities of special disc platforms in mind," says Laura Boddie, President of Tiger Media. The LA-based company has been at the cutting edge of CD development for the past five years. Cordor is the first *Arise Adventure*—a full line of interactive titles to be developed by Tiger Media in the coming months. *Arise Adventure* takes place against the Cordor is a luxury art deco backdrop after Howard Hughes' *Spinal*.

Gossie. There has been a murder, all the suspects are aboard the plane and the player has 30 minutes to find the murderer. Using the CDTV's remote control, the player moves the detective from room to room, visiting the characters on the plane and gathering clues. Each segment lasts about five minutes, during which time the detective tries to establish the motive, motive and opportunity for each suspect. There are more than 1500 paths that a player can follow, however, only one leads to the murderer. "This title is 100 times larger in data and graphic capacity than any other title ever produced for any format," claims Tiger Media. "There are three hours of CD Audio, more than 700 originally drawn color pictures and 2000s of program."

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External and cockpit views can be used to visually identify a threat, then clicking to stop you shooting down one of your own fighters.



The HUD displays information such as altitude, attitude, currently selected weapons and heading. It's also used to select enemy air and ground targets.

With MicroProse's aim set for take-off, Mark 'Fly Me' Patterson flew in for a look.

With **F 15 II** heading the final stages of development it looks as if MicroProse are steering away from the thoughtful approach of their previous products by stepping up the action.

The game is oriented towards individual missions rather than an overall scenario. You start as early as Flight Lieutenant, acting to collect tanks and missiles while testing hostile forces. It is the usual MicroProse formula which is speedily heading towards completion.

GRAPHICS. Although MicroProse are attempting to improve on the PC with some features may have to be cut owing to memory restrictions. To compensate for this the presentation screens have all been touched up or completely redesigned. The sound effects are also being rewritten from scratch.

F-15 II

Rather than port the graphics code over from the PC version the programmers are borrowing routines from **F19**. The number of polygons, their size and position are all relevant to the game's speed. If the screen is too cluttered the frame rate tends to slow down. **F19**'s programmer men believe the finished product will not run any slower than its framed a second on an expensive card.

People with extra memory will be able to access both

1 and 2 features such as digital and speech and possibly some enhanced graphics. But the inclusion of these depends on the time remaining after the main bulk of the game is completed. The game is also being designed to run faster on modified Amigas. A fast effect will please **ADDON** owners.

CONTROL. The cockpit is also being redesigned to make it look and work more like a real one in the arcade ver-

sion. Although MicroProse claim that it is all they've really 'borrowed' from the coin op, it gets the distinct impression that Amiga **F15 II** leans far more towards a strong men's conversion of its arcade brother rather than the PC one.

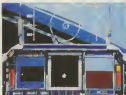
As with **F18**, MicroProse's last flight out, custom built software is being used to design the graphics. These are intended to let the user draw in three dimensions, in a similar principle to a CAD



A resolution presentation screen will be used in this scenario.



Chosen from a small amount of air and ground air to ground weapons.



One of the problems the programmers had to overcome was making the two jets fly when the cockpit shrank. They first experimented with the idea of overloading them (adding extra to them).



The error of the top of the P-51 points the way to get to the target. A second it always contains a primary and secondary target. Both must be engaged unless your system says different.



A successful mission will earn the pilot a promotion and a commendation. Continuing to fly missions will earn a long time (and result in the Completion Medal Of Honor, the US's highest award).

REACH FOR THE SKIES

The P-51's primary role is as an air superiority fighter, designed to dominate the air, allowing friendly aircraft to operate unopposed. It is also an extremely capable strike aircraft, a feature which prompted the USAF to develop the P-51 Strike Eagle, a purpose-built ground attack version of the normal P-51. It's capable of a maximum speed of over Mach 2.5, making it one of the fastest attack planes in the world. For two years, it held every five-to-six-mile (the speed at which a plane attacks) record. During the Gulf war one land-ghosted P-51 downed two French-built Mirage fighters and one of a Russian-made Su-26 fighter when they tried a sneak attack on the American supply line in Saudi Arabia.



Death to the end. Your plane can withstand hits from enemy aircraft and aircraft. The only way to win is to destroy the enemy. Opening will show you something you've not forgotten yet.

mission. In order to conserve necessary control of the battlefield, the P-51 will only may have to be dropped!

MISSIONS Missions will include destroying oil fields, intercepting enemy fighter squadrons and long range interdiction strikes. Unlike most other flight simulators you won't get a choice of weapons. Your P-51 will come equipped with two types of weapons: missiles plus a 100 pound M61 cannon. Only the aircraft is selectable.

The game is set in six different locations. Libya's interior, Line of Death.



Enemy breaking down range from a pair of M61 cannons to state-of-the-art radar equipment. It goes to watch the skies.

Vietnam, Middle East, Persian Gulf, North Africa and Central Europe during World War II. The mission objectives will be dictated by the current location. For instance, supply lines and airbases must be attacked in the world war scenario. Despite the Gulf War, M61 cannons have decided not to allow the P-51's cannons to you're taking off from an airbase in Kuwait to attack targets in Iran. Unlike P-51 the plane is an action rather than strategy.

P-51 is scheduled for a May release. Full review next issue.





When it comes to coin ops, there's no doubting that they offer unrivalled playability. After years of slot blasting and getting off gambling, kids delivered the shot in the arm that the coin op scene needed with Bubble Bobble and its many sequels. Since then, outcrop games have almost become a genre in their own right with games ranging from Atomic Robo to Flood (terribly flooding, sorry!) the market. More importantly, they also have the advantage of surviving the transition from coin up to the Arcade with very little harm: a fact Ocean Team sales have proved with the likes of *Rainbow Islands*, *New Zealand Story* and *Pang*.

The licence to convert Topper's relatively unknown *Snow Bros* was acquired

Following the success of their conversions of such cute coin-ops as *Rainbow Islands* and *Pang*, Ocean jump on to the bandwagon again, this time with a conversion of *Snow Bros*. Steve Merrett chills out and takes an early peek.

SNOW BROTHERS



(left) The first level guardians appear after every ten screens, forming obstacles and deadly creatures, the smaller creatures should be lured up and killed back at the massive guardians until they eventually load over and die.

after last year's EGGS in September, and Ocean France were drafted to convert the game immediately. Since past success with the likes of Cabela's Hunt CP have been in the lucky position of more or less selecting which licenses to convert. On signing the rights to Snow Bros, CP's graphic artists took a look at the coin op to make a note of key items and sprite limitations. The game's programmer then took notes on specific routines that may cause problems. From these initial impressions, any problems could then be worked out very early in the game's development and the resolution of the sprite's output in parallel

CONVERTING The basic gameplay of Snow Bros is akin to that of Taito's aforementioned Bubble Bobble. In so much that the game involves clearing 16 separate screens of their deadly occupants. However, replacing the cute Brontosaurus of the bubble-blowing classic, Snow Bros starts a small snowman as its central character, and the way hero is armed with a magic power which enables him to turn the 16 killing creatures into magical balls of snow. Each monster requires four direct hits below he is completely covered in snow and effectively disabled, and it can then be killed simply by pushing it across the screen until it bounces up against and crashes into the wall, killing anything in its path. However, if a snow-covered monster is left for too long, it really escapes its confines and starts to roam the platformer's screen at a faster pace to your advantage, though

some number of bonus goodies and points which return collected, while the little snowman with a variety of super powers. When ten screens have been cleared at their own pace, the little snowman points up against a new area and gains another. These get progressively harder as the game progresses, and soon offer literally hundreds of smaller creatures which must be avoided as you attempt to kill the target opponent.

In keeping with the bonus idea of Bubble Bobble and Bubble Boy, Snow Bros contains dozens of small bonus objects which are accessed by performing certain tasks or completing a screen in a specific order. Ocean France have it arranged to make all of the original's secrets, arguing that the conversion is as close to its broader parent as possible.

LOOKING Perhaps surprisingly in these days of PSX systems and PC workstations, the game is being written on an Amiga-based system by Pierre Adeline who took up the Snow Bros duties



Special points can be collected when two or more items are destroyed at the same time. These then allow the character to upgrade the speed of his shots, along with their distance, and he can also use a temporarily inviolable.



SNOW BROTHERS

As soon as his commitment to Play was completed, Mizumoto's the impressive graphics are being prepared by Philippe and Lionel Dussol (they together who have now been dubbed The Snow Bros.) along with Francis Pomeroy, who, using a laptop ST set up for the maps and sprite editors, have managed to reproduce the entire 32 colour palette to make the game's screens look virtually identical to those of the coin-op. In addition, by creating each of the game's 80 screens in almost square blocks, a lot of memory is saved, allowing them to add all of his original hand-drawn touches. The team, which is headed off by Pierre Lanasse on sound (the conversion of the coin-op's music by Deloitte Chappuis), and the game is roughly 75% complete. One of the programmer's greatest fears is that he has managed



to fit into the entire game in virtually every way, including its speed. Of this, Ocean France's Development Manager, Marc Dhan, is justifiably proud, as he is of the fact that "a probably the most important factor. As anyone

who has played the coin-op will tell you, Snow Bros. plays at a fair old speed and, thus, ensures the conversion's sprites seem around like their real-world counterparts is essential. How the whole thing will hang together, though, will be revealed in the next couple of months, when Snow Bros. is released. Stay tuned for a full review.

FROST IMPRESSIONS

During the conversion of Snow Bros., Ocean France received very little help from the coin-op manufacturers, Toaplan. With the



exception of a coin-op to work from, the team had to play the coin-op from start to finish, making notes of key animations and graphical techniques. Similarly, all the coding techniques had to be worked out this way, with Pomeroy studying the



game in great detail, and working out the basic logics needed to reproduce the enemy sprites' intelligence. From here, the graphic artists then started to reproduce the individual screens using ST and Amiga-based systems, and specially written software which allowed them to animate the sprites

within a very small amount of memory and also compact the screens. With the memory saved by these special techniques, the actual coding was no harder, and Pomeroy was allowed a pretty much free reign to incorporate high-on everything from the coin-op.



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first impressions

Dressed in his mum's best tea towel, our resident Stokes, Steve Marriott, takes a precognitive glance at forthcoming games...

HOSTILE

PALACE returns after a short break with a game of destruction

GAMEPLAY: Opening eight levels, *Hostile Breed's* Players first enter into the 'to be shot' and up arena. As a human staple pool on the planet OGNARD 5, your job normally entails helping people to and from its key land sites. However, due to a massive earthquake, disaster has struck. Generals and a series of deadly life forms have escaped from a high security research station taking the form of deadly vegetation and mutated animals. The escaped mutants have spread like wildfire through the planet's eight key sectors, rendering the world a dangerous wasteland. In addition, should the violent storms reach the planet's centre then all life will be extinguished. Using the images weaponry on board your shuttle, it is up to the player to guide the shuttle through the eight homocidal scolding levels in an attempt to stop the mutants reaching the centre.

However, using the computer aboard your ship, the player can link up with the assorted evil-based gunbats and use them to clear a path through the rapidly reproducing fauna and

of mega beasts who can be called into service every now and then. More importantly though, using your computer logically can make later stages of the game significantly easier as weaponry can be accessed in advance but even so, it is still going to be tight.

PLUS POINTS: The idea of linking up with the planet's defence and repair systems is a good one, and offers new life to the dated shoot 'em up theme. In addition, a third edge, a strategy route to the game as there is only so much power available from the central reactor and this must be carefully distributed - which gets increasingly harder as the level starts to heat up. Also, the graphics add a nice, too mechanical feel to the game, and look almost cartoon like in their execution.

BEHIND THE SCENES: The key to *Hostile Breed's* success depends on how easily the exterior weapons will be. If they are easy to stop through whilst keeping the shuttle out of harm, then all will be well and good. But if a long-winded system of ray-blasting down the front door is used (as in *White Shark*), then any side-arm could be lost unnecessarily. In addition, the shoot 'em up theme is now looking extremely tired, with very few new ideas being and failure to incorporate a decent system will result in

another entry to the ranks of the unloved shoot 'em ups.

FIRST IMPRESSIONS:

It has to be said that *Hostile Breed's* is a mean looking shoot 'em up. Graphically it's superb, with Jo Walker's unique style of graphics (he also worked on *Demons*) looking simply brilliant. With the rating in the hands of Rob Stevens, the game should add something refreshing to the shoot 'em up genre. Rob's first game choice for *Palace* was an interesting little oddity, and if he can incorporate that in much of *Stokes's* playability then *Palace* could be on to a winner.

Jo Walker: currently covering events at Palace (and more)



Integrating *Hostile Breed's* shoot 'em up action is a strategy-based window where the player's weaponry can be reconfigured





SUMMER CAMP

HI-DE-HI-JUNK with
Thalamus's cute mouse

GAMEPLAY: With only *Pinocchio* and *Melody* (SNK, Quattro) under their 15-bit belts, Thalamus's next release is a companion of their popular 64-platform camp, *Summer Camp*. Controlling a cute mouse, the player is given the task of battling his way through the series of 16 screens which make up the *Summer Camp* of the title. An onslaught of deadly creatures have appeared from nowhere and have overrun the camp, keeping away the all impor-

A few of *Summer Camp*'s side full deadly creatures



tant visitors and ensuring that the place will shut down.

As the player roams here, the player must run and jump through the game's massive play area while avoiding contact with the countless enemy sprites and collecting the assorted bonuses which are scattered around. The play area can be explored fairly freely, and each screen is made up of a series of platforms upon which the cute but evil sprites roam.

PLUS POINTS: The graphics look all the better for the clarity the Amiga can afford, and the screens are very attractive. Despite looking a little similar to *Roatland*, *Summer Camp*'s visuals are perfect for the cute nature of the game. Similarly, the extra markings the 64 has over the 64 is being put to good use in the game play department and Thalamus are confident that they will be able to squeeze even more into the final version than they originally hoped for.

BEHIND THE SCENES: Creative Materials are the

guys behind the conversion and work has been going on for nearly three months. With *Line Of Fire* and *2040* already under their belts.

Summer Camp is a slight departure from the all action games that Materials are normally associated with. Different it is being used to put the graphics together and the game currently exists as a short demo containing a dozen or so screens, while most of the sprites have been drawn and are ready for im-



posing. If all things go according to plan, *Summer Camp* should be released some time in July.

FIRST IMPRESSIONS:

From what we've seen, the lack of variation may cause a few problems. The original game was more top hat (although 64 owners did go as far as it - still, with so little new stuff available, it's quite a big miss), and this is reflected in the campaign. Creative Materials have added a lot of new stuff but, with platform games such as *Shoe Run* and *Roatland* on the way, it may not be strong enough.



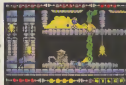
the system, they may not be there and fingers are pinched, and is reflecting them being overrun by evil creatures. Guiding the mouse from screen to screen, how you get what it takes to save the camp from certain doom? Find out when it's released next December.

COMPLEX

CDP a level of this! As Palace take us back to the future

GAMEPLAY: According to Palace, the *Earth of 2051* is a deadly place overrun by criminal gangs and certainly no place for the soft. To bring a certain amount of law and order into this

desolate place would be good, have to undergo missions, training regimes, and can only begin pounding the beat when they are in full control of their robot suits. *Complex* casts the player as a hot finger for the law, and the player must guide their agile gun-screens persons through the massive building that forms the complex of the title. As you grow more proficient at the game, more and more puzzles and aliens are thrown at you to test you to the limit. Taking the form of ladybirds, wasp-like creatures, and chopping robots,



these currently disguised deviants should be avoided at all costs in at the cost of some of your energy.

Protection against the odd plethora of sprites comes in the form of your gun, which can be used to pick off the attacking characters. In addition, the comic has access to over 100 frames of its

first impressions COMPLEX

maker, making him one of the most agile sprites ever assembled to Palace. Your ultimate aim is to reach the end of the Complex and then escape into the force — but heaven knows what you'll face then.

PLUS POINTS: Graphically, Complex looks quite similar to U.S. Gold's forthcoming *Demigods*. Palace are evidently very happy with the art nation of the main sprite and with 120 smoothly-drawn frames. They can be justifiably proud. As with Palace's *Heaven Above*, once again the graphics are of a very high standard and coupled with the varied sprites and enemy characters

that are coming (should) create a decidedly odd atmosphere.

BEHIND THE SCENES: The programming of Complex is in the hands of Palace newcomer Sean Pearce, who previously wrote conversions of *Handball*, *Wendy* games and *Palace* for the likes of Amstrad, U.S. Gold and Ocean. The basic design is the brain child of Hebble (previously Jo Walker, who is also drawing the graphics) and has really gone to town on the weird variety of spaces that patrol the complex's many pathways. Work began four months ago, and the game is scheduled for an April release.



as Walker's graph is for Complex are more some unique style as those of Demigods (but feel much a bit different), and are bright and colorful. The interface seems to be a fairly impressive.

FIRST IMPRESSIONS: First what we have seen. Complex looks as if it is going to be extremely different. In terms of gameplay it isn't particularly innovative, but the colorful and oddball sprites add to the game a bit more fun. And the speed it's up again is fast and furious. There is a bit of a problem with repetition as the complex is very big and the task doesn't vary much, but it does look like Complex could be a fun and interesting big little romp.

ATOMINO

require you to build the molecule within a confined space, or the player may be asked to follow a set pattern or build it up to a pre-determined size.

PLUS POINTS: Initially very playable. Atomino is fast, original, addictive and not too complicated. Providing people with a becoming bored with the ongoing resurgence of the puzzle game, this should deliver well.

ANY QUESTIONS: The game has been programmed by Rainer Reiber with graphics by Thomas Kropf and music by Hans-Harman Franz. The German-based development team have been releasing every six to four months now, and the game should be released next month.

FIRST IMPRESSIONS: As it's entering the final stages of development it's a pity to judge how the finished game

will look. The graphics and sound are very simple, and won't be changing much. It plays extremely well, though there is a danger of Atomino becoming lost under the tide wave of puzzle games. The way the levels change to set new tasks should give the game plenty of lasting appeal. There has never been a puzzle game that's had excellent graphics, and this will not be the first.



Looking suspiciously like an old school biology model, Atomino combines endless puzzles with fast-paced thinking, guaranteed to have you pulling your hair out. The game is 80% complete, and will be reviewed next month.



PSYCHOSES: prepare to reach our brains with a molecular puzzle.

GAMEPLAY: The basic object of Atomino is to create chains of molecules by joining individual atoms together. Each atom has a value of between one and four, which determines how many additional atoms can be joined to it, and a molecule is only complete when no more atoms can be attached. Some levels

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- 77. **1600 BINARY CODE**
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SCREEN SCENE

Welcome to Screen Scene, the essential guide to Amiga games. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information from an experienced team of joystick journalists.

SOUND Four channel amplified stereo, both in its basic. Almost real. Four channel stereo? This is going to raise the higher you get the volume.

GRAPHICS Had just covered professional-but-on-random style-shots go over the way the version II: at last it doesn't hurt to be the graphical guru in the world to come back home.

PLAYABILITY This riding is for you. The four-hobby trails get the job done, and show you that playing, whether it's serious or otherwise, can be fun.

LAST-MINUTE Spreads for equity line higher than rising this morning after the Fed's move. Then it's back with the overnight move.

OVERALL The most important find of this trial, Acetaminophen-CO is equally effective in reducing

0-30% **Minor** (No action)
 30-50% **Minor** (Watch)
 50-80% **Major** (Plan)
 80-100% **Critical** (Act)

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Notes:
 1. Super 8 film and
 2. regular 35mm film
 3. available. Must
 not be changed

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though not for its addition to our reviews. The Amiga is the first home computer the money can buy and I've really felt that a game is worth the foundation of 10 machines is that you have only one Atari and every Amiga game is fit to be listed in the money. Some of the ratings are negative - my number of computer colours (levels) others such as an increase in the scrolling speed are based upon the corrected opinion of the C64 Amiga team. All such subjective ratings are marked as *Amiga*.

Age Group	Total	Male	Female	Male	Female
18-24	100	100	100	100	100
25-34	100	100	100	100	100
35-44	100	100	100	100	100
45-54	100	100	100	100	100
55-64	100	100	100	100	100
65-74	100	100	100	100	100
75+	100	100	100	100	100

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CONCLUSIONS

DOI: 10.1002/for



REFERENCES

HOW TO COMPLETE

WEEK 10: PLANT 2

667-835-5711

References

Abstract:



Kindy three person and a game's worth a separate. The fairly brief time around — but if a game stops/starts separate conditions. It just might be in with it again.



The 28 Avenue Star is the system meeting 80%-92%. It's almost the assurance that you can be sure that this product will have consistent light standards in geometry, color and graphics, and that it will have long-lasting appeal.

TOP PROFILE

[illegible]

Along with my completed books in series, I have books that feature my characters with and without the New York Times bestselling author's name.

[illegible]

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Around the New York Harbor, 100 miles from New York City, is a small island called Liberty Island. It is the site of the Statue of Liberty, a symbol of freedom and democracy. The statue was a gift from France to the United States in 1886. It stands on a small island in the harbor, and it is one of the most famous landmarks in New York City. The statue is made of copper and is 96 feet tall. It has a crown with seven spikes, representing the seven continents and the seven seas. The statue's right arm is raised, holding a torch, and its left arm is extended, holding a tablet. The statue is a symbol of the American dream and the values of freedom and democracy.

[illegible]

Wages and Benefits, Young Women,
the Unions, and "Discipline"
W. W. Wines, *Wages and Benefits*, pp.
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Woe, from these the sword of thy
 cruel wound, and this enormous
 suffer by Death's stroke. Bound the
 Maiden, the Death's Father
 Alas! : [A short song, then
 and then some steps, following to
 the end - *Alas! Alas! Alas!*

[illegible]

University's president, Dr. John W. Wines, told the board that the university had received a letter from the National Endowment for the Humanities, dated April 11, 1961, asking for information regarding the university's policies on the employment of persons who are members of the Communist Party, or who are known to be members of the Communist Party, or who are known to be members of the Communist Party, or who are known to be members of the Communist Party.



PREDATOR

The basic design of the Predator also makes him one of the most vicious

killing machines ever devised. It's ability to track the heat patterns of its prey and its light-bending camouflage which render it almost invisible, along with a weapon inventory containing knives and tracking lasers, make the creature one of the most formidable adversaries ever to take on the human race. However, unlike Ridley Scott's *Inchanted Africa*, the Predator hunts for sport rather than conquest and this adds a novel 'hunt' to the well-worn 'Alien On Earth' theme, and this summer will see another of this noble race set to make flesh its hunting ground - and Microsoft and Art Developments have teamed up to recreate the bloodbath's action in this four-stage shoot 'em up.

Considering the restrictions placed upon it by the limited gameplay, the game actually follows the film's plot quite closely. Set in a grimy Los Angeles of the near future, Predator is the plot centre



ground good guy cop Harrison (played by Lethal Weapon's Danny Glover) who is caught up in the middle of two drug-dealing factions. Mix is escalating between the two gangs, and Harrison is stuck in the middle as he does his best to find the leaders of the two groups - a situation anticipated by the arrival of the experienced hunting creature. As the action screens, and the creature builds up suspicion between the two gangs by wiping out key members, Harrison follows up a hunch and sends his partner to where he believes the Predator is hidden. When his partner is relieved of his spine and skull, Harrison sets about tracking down the deadly creature, but is fired down in his attempt by the deadly arrival of the FBI. What follows is a gory escalation of violence, with the Predator turning up in the subway before a final showdown in a meat warehouse.

Each of Predator's four stages is an Operation *Hot* Great Angle style shoot 'em

up. (Shown in the subway, the Predator takes its first approach wave - approximately ripping out the spine of people who sleep too slowly.



up. So exciting the end of the first stage, Harrison is attacked by the chosen gang responsible for the deaths of his two cops. A similar battle takes place during level two.

Right for the second part, the Predator appears in the distance, but immediately one will come right up to you - and must be killed instantly.



OR II



SCENE

up with a wireframe image of Harrigan floating in front of the action and the horizontally-scrolling play area, playing host to all manner of dealers and officers. Using the mouse to guide Harrigan's sight, the player must now down as many of the gun-toting drug dealers as possible whilst keeping an eye out for fleeing glimpses of the elusive Predator and avoiding hitting innocent patrolmen-by. Even if the latter is performed excellently, an image of Harrigan's badge is gradually reduced and should the badge completely disappear, then Harrigan will be thrown off the force and the game will be permanently ended. In addition, Harrigan rate only withered a number of hits from the enemy, and should his energy bar be fully depleted, then once again it is time to try again.

The main problem with Predator II is that it sticks to too rigid a gameplay formula. Whereas in the past the more successful film licenses have been made up of a number of related sub-games, the Clo-Way style of each of the four levels is too limiting and ultimately dull. Admittedly, the graphics and presentation have been brought up to the highest standards, with a wide assortment of dealers and models of transport (although it has to be said that I read something more from the actual Predator script), but it just can't disguise the repetitive nature of the action. Perhaps if

The game is viewed with this intention, the battles, during the second stage, I rather think I could just Harrigan and if the latter is shot, then the aim of the mission remains intact using the ground.

Operation Thunderbolt style 3D scrolling had been used or if there had been a Corporation-esque "find the creature" section added, then the game would have been slightly more interesting. But as it is, it doesn't capture the fast-paced action of the film and doesn't reflect any of the creature's menace and power, rounding off a major let-down.

Steve Marshall

WINNERSOFT £34.95

Considering its potential, this is disappointing

GRAPHICS	76%
SOUND	75%
LASTABILITY	59%
PLAYABILITY	72%

OVERALL 70%

IMPROVE YOUR LOOKS WITH MIRRORSOFT AND CU!

To be in with the release of their eagerly awaited Predator II license, Mirrorsoft are giving two lucky winners the chance to look like the film's central character. Consisting of a sweater over the head mask and two pistols—complete with the Clo-Way holster—the Predator outfit is an extremely close reproduction of the film's creators' and we're offering two lucky winners the chance to win one free! All you have to do is answer the following questions and return that your entry reaches us by April 28th.

Name the development team behind the Predator II game?



Write your answer on a sealed envelope or a postcard and send it to:

CU Predator II Game, BMAP Images, Priority Court
39-52 Pennington Lane, Lutteral, CO1N 3JA

Game Rules: No mail out of anyone as a BMAP Images in the month of March, and no mail out that has been. Any and no received after 1st April will be disregarded by our Predator Club.



SCREAM SCENE

With the release of *Predator II*, the horror game genre is experiencing a new revival. CU's fan of the grand guignol, Steve 'More Gore' Merrett, traces the genre's history and looks to the grisly future...

Let's face it: In the past, horror films have had a pretty rough time of it. If they aren't being pulled to pieces by over-cautious parents, they are being converted into lackluster computer games that fail to keep the screaming, gummy clients entertained for more than an hour. The last horror film to become a successful August Prevue's winning August, which appeared on the Spectrum 58 and eventually landed CPGs in 1988/89. By combining the successful nature of the film with a strategy game, August's marketing manager, [redacted], set out to capture the disintegrating heart of [redacted] of [redacted].

scattered bug hunt yet a never really has all due to the rare appearances of the killer insects. The result was a playable area which was a little more adventure than strategy romp in its own right. But it is disappointing that the game is so short. What the house of the gods appeared in seasonal games, I was a little nervous, I don't know if I should have the old lady's polished waltz of a proper. Her low low (and it is definitely moving) Palace of the Gods is a game with a good background on the story of Jean Vercors in the Friday, the 13th series of chapter films.

Unfortunately, the resulting game was a disappointing masterpiece when compared

It came and he squealed And
 From up there the tall
 atmosphere of the clouds
 perfectly, and he'd up the
 atmosphere, a head on
 a single moment, and he'd



looking for the non-winning life: by simply stumbling across him - a feat which not really resulted in a premature end of the game. In a word, a complete stop.

REFERENCES

As the rate of the 30-day
maturity rate, gradually came away
for the year, based on Japanese

and life is sudden rush of
horror based-guns as
appeared for the first time
before. www.fox.com

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SCREEN
SCENE

Thanks to a strong
commitment to innovation, the
company's success has been
driven by its ability to create
new products and services
that meet the needs of its
customers. This has allowed
the company to grow its
market share and increase
its profitability over the
long term.

For the past two or three years the increasingly conservative nature of the US political system has been a major topic of discussion. The conservative Republican Party has been in power since 1980, and the conservative movement has been a major force in the country.



Edge is conversant with
Hemaphysalis and Acan-
thocheilichthys fish and parasites

shed insight from the popular *Alamo* and *Alamo* films, and it was only last year that the first one so actually based on a historical film was actually released at a theater, next about an up look around the Alamo survivors, and it was far better than the original *Alamo*. I guess from *Clint Eastwood's* *From Dusk Till Dawn* (From Dusk Till Dawn) went into a already decline, with the only exceptions being *Clint Eastwood's* *From Dusk Till Dawn* (From Dusk Till Dawn) and *Clint Eastwood's* *From Dusk Till Dawn* (From Dusk Till Dawn).

Screening Test, Japan, and US

Some *Zombis* Of these the first two were totally lovely melodrama, with very little in common with their tag-team counterparts. However, the sewing piece, in a spirit of tag-team loomies (with *Grandma* also managing to todge up a score of *Arrested* at its own *Roaring* *Miss* smooch, not pretty home fare, but well regarded by fans of the genre), was the brilliant *Dance* which took *George Romo* a storyline far. *Queen Of The Street* and incorporated in it a marvellous *Don* *David* *David* *David* and some love.

THE

However, undercut by these cut rates, the industry suddenly went into overdrive with a big campaign.

Gold and
Copper secur-
ing the
bonded to
each home
gates at A.
Highway Co
Elms about
and

Rightist and white-troubled Activision announced that they would be releasing a game based on James Cameron's (then) top-selling *The Aliens*. In addition, Tyneoff's sub-label Hornethead was boasting early on a game based around America's top horror actor, symbolizing *Alien* again, though the development teams behind the projects struggled, and only *Queen's Quest*, *Nightbane* games, and *Alien* eventually made it to the shelves, with the others falling by the wayside. This was a real pity in the case of *Alien Street*, as there is a lot of potential for a game based on the details of Ridley R. but also it couldn't be a thing.

1. **Identify the problem.** The first step is to identify the problem or issue that needs to be addressed. This involves gathering information and understanding the context of the problem.



With seven on the gloves, based on Nightwood which had limped down city bars, we were fairly good even though they didn't make the most out of the time, shape shifting costumes. Similarly after much ado, *Hon* (a soft *Flora* lately appearing) came May of *Anticlope* and was a bit more sure.



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As Toki progresses towards his beloved, the war and a helping princess and her father is told



TOKI

As scenarios go, Toki must rank as one of the weirdest ever. Blinded out with his beloved, the beautiful Mito, Toki could only sit and watch as a giant disembodied hand appeared from nowhere and whisked her away. As Toki stared in horror, the evil wizard Vookemedia appeared, boasting of his love for Mito and threatening that if he couldn't have her, then nobody would. Immediately after this warning, he cast a powerful spell on our musketeered hero, transforming him from his handsome self into a lanky ape. With the evil wizard's laughter ringing in his ears, Toki dragged his arms along the ground and prepared himself for a trek across the six lands standing between him and his beloved.

In terms of gameplay, Toki runs along pretty familiar lines. Using a variety of ropes and ladders, Toki must run, jump and climb across the eight very scrolling play areas until he comes face to face with Vookemedia for a final



As well as the ability to run, jump, and crawl, whenever Toki jumps into water he dons a pair of goggles and starts to do the crawl. As well as the array of obstacles and enemy adversaries, Toki eventually comes face to face with a huge fish that the queen's wife is in love with a shark.



confrontation. However, as well as having to contend with the assorted obstacle-based hazards, our lanky hero must also avoid contact with the evil wizard's courtiers, who patrol each of the six lands. Fortunately, despite being reduced to a humble primate, Toki has gained an unusual ability to protect himself by springing like god of the attacking creature and his phlegm. Throwing skills can also be upgraded to the likes of being thrown at items, say, or drive other specific score are collected. Similarly, along the way Toki can protect him self from harm with the addition of a crash helmet which provides limited invulnerability from enemy fire.

Each of the levels reflects a different graphical theme and Toki's adventures take him through an eerie cave system, under a monster-infested lake, and on to a fiery cavern followed by a massive ice palace and a springing jungle. The final battle takes place in the main

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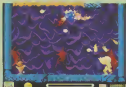
TOKI

ave Golden Palace where Toki is believed to be held in each stage, the graphics are nothing short of superb and are almost perfect recreations of those of the original coin op. The game is developed by Capcom France (who wrote *Pang* for Ocean) and crammed nearly every feature of the arcade parent into the relatively humble Amiga and, with the exception of the odd load (I bety you've had any major differences — even small features, such as floating peapods when the gods underwater, have been retained. As well as the superb backdrops and a smooth parallax scrolling, Toki also plays host to some of the wildest parties ever to appear in an Amiga game. Without most of the sprites you get to play certain areas. Toki also comes up against mountaining apes and a mail demon who suddenly appears and disappears in front of you with almost results in the cut of one of his four heads. In addition, each level is divided into 10 only with the general theme of each stage, with post-up 10 no plants make sailing in the jungle, where sharks and mud-eaters harangue our friendly prince during the underwater scenes.

Once Toki has made it through to the end of the stage, he must destroy one of four medals to trigger a larger area happening in the game's general world theme. 7000s and of level guardians have been given names like Rambo, the frogger and Zaxxon. And like the form of responsive and spirit world light. As has become a rule with coin op level guardians, each must be killed with a repeated succession of shots, and when they finally melt away, there is a brief pause as the next stage is loaded. As coin op developers go, Toki must rate as one of the best. Even to those who fall into the unfortunate category of "I you don't like coin ops, you won't survive." Another slight fault in the game is difficulty level



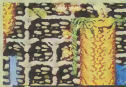
Take a quarter and enjoy the most imaginative coin ops ever created by the old machine which gets its really shiny glass and frame from



Toki can be made to look practically any color as by using the Toki button (represented and moving the joystick to the desired color)



A series of colorful icons under Toki with various abilities when collected. By the most impressive is the long breath and the best protection can be collected in the shape of a green snake.



SCREEN SCENE

which has been set slightly too high, and makes progress slow and frustrating. That said, there is a lot to do in Toki, and what the basic gameplay costs I say a great deal. It's extremely entertaining stuff and well worth a shot.

Steve Merritt

A JOURNEY THROUGH THE IMAGINATION

Starting from the massive underground cave system, Toki almost immediately comes face to face with a wide range of enemies, including differently affected primates, and little bird-like creatures who are observed every 1000s and only attack when Toki is directly in front of them. Following the course to the large square of Lake Magma, which is inhabited by sharks and eels, Toki leaves a little earlier to the first stage, the following course of five levels, solving problems and making two goals, while the five Palace has a variety of problems to be solved with. Finally, the battle scene is placed in the middle of the jungle, and the final confrontation takes place in the Golden Palace (see the hot a Chinese (see note), which really gorgeous and magnificent lights can be created.



OCEAN £24.95

6 Playable moving business and a spoken conversion

GRAPHICS	88%
SOUND	78%
LASTABILITY	74%
PLAYABILITY	83%

OVERALL 83%

THE SECRET *of* MONKEY ISLAND



Monkey Island's a swinging place — check out the place it's the character's face that can be used for quick movement around the islands.

Guybrush Threepwood has an ambition in life — to become a pirate. So he's travelled to Melee Island in the Caribbean to seek his fortune and a way into the closed and a little society of the sea-bucklers. Getting some experience with the to-go bar is also on his mind, needless to say. He soon finds out that to join the gang he has to complete three tasks — learn monkey travel, and treasure hunting, while attempting these tasks. Guy soon discovers that all is not how it seems on Melee Island and the mystery of Monkey Island...

Following in the tradition of other LucasArts adventures, Monkey Island has a graphic-based style with animated characters, including Threepwood himself. He not only wanders around, but also interacts with his environment — he'll walk up to and read posters, and he has



at the start of the game. Guybrush has only the stars and a map to guide him. From the beams of the grand pirate ship, the mysterious island and the natives' spirit of killing and waiting questions about

a wide range of facial expressions.

Before the graphical display is a list of commands, which activate when clicked. For example, if you want Guy to grab a sword from a table on the far side of the room, click on "Pick up", then on the sword, and our hero will walk straight to the item and take it if possible. The most fun and our option is "talk to", choosing this brings up a menu of interactive options and nearly always includes some colorful insult (for example, "You're a bunch of four thinking, grog-swilling stiffs").

As Threepwood travels through the islands, he collects the items that are needed to solve the island's puzzles. The inventory at the bottom right of the screen shows what he's carrying, and can be scrolled through to find the required object. Defying the challenges is not



TT MIDWINTER II

FLAMES OF FREEDOM

The Flames have been lit - A new age dawns.

Midwinter II, Flames of Freedom will be available for your Atari ST, Commodore Amiga and IBM PC compatibles in the Spring of 1991



MASTERS OF STRATEGY

MicroPress, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD

With *Lemmings*, Playgroup created a brilliant extension of the puzzle genre, by adding cute characters and zany humor to an almost arcade game form. Now it's *Mindcraft*'s turn to enter the field with *Brat*, which also features cute graphics and puzzle-oriented gameplay. Nathan, the first of the five, is stuck in *Brat*, a world filled with dangerous

enemies and surrounded by a bottomless chasm. Unfortunately, Nathan has lost all control of his body and the only way he is ever likely to escape the four worlds that make up the dreamland is thanks to the intervention of an unseen force — you. The player is given the task of guiding Brat to the end of each stage by using a series of icons to change his direction and bridge seemingly impassable potholes. The bulk of the action is depicted as

a smooth-scrolling 3D play area to the left of the screen and the all-important control icons are located to the right. Using the mouse, the icons can be picked up and positioned in front of our wandering character, altering his direction or maybe halting his progress temporarily. However, the perpetually scrolling screen acts as a time limit, and while it can be temporarily halted using a snap icon, should Nathan wander off the screen, one of his three lives will last. In addition, lives are also lost if he comes into contact with the myriad of deadly one-types who line the route, or if he is allowed to wander onto the edge of a chasm. Brat's main goal is to reach the end of the stage, and then the entire

route has to be retraced — this is totally unnecessary and extremely tedious, particularly if you are under the watch of the next stage.

Components of *Brat* and *Lemmings* are inevitable, and the Playgroup game is by far the more addictive and enjoyable of the two. While *Brat* has better graphics and some very nice sound effects, the actual gameplay is tedious and long-winded. Even though the four worlds have been broken up into sections being sent right back to the start is extremely annoying and frustrating. Similarly, the puzzle element isn't as strong as that of *Lemmings*, and the result is an uneven puzzle/platform romp which is impressive to look at but fails in the game-play stakes.

Steve Marriott



The four worlds make up a game that is to suit their particular theme, with England playing host to deadly Jack-in-the-Boxes and the Mountains to a deadly spider named Nathan.

The accurate positioning of the arrows and icons is essential as it's looking ahead if you wish to pass. Based on Nathan wandering on his 100 lives game it will continue on this way.

BRAT



Even so, extremely important to a lot has Nathan, without the little being run a lot of work, all control over him is lost.



MINDCRAFT £24.95

A nice idea, let down by many annoying elements

GRAPHICS	83%
SOUND	81%
LASTABILITY	72%
PLAYABILITY	69%

OVERALL 73%

-16 BIT BONANZA-

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SCREEN SCENE



Every time you switched through out each level, the icon representing the original, and much smaller, form of the first game, added to a nice tribute. There are also graphics to collect which put strategy in your hands for a trip to a shop halfway through every level and again at the end of each one. Various fast food items, such as pizza and hamburgers, provide much needed energy top-ups.



Local hero and our hero gets down to some serious beating with his laser gun.



Watch out for this heavily fortified boss which appears and slowly takes over a wide area.



SWITCHBLADE II

Leaving the ratchet belt and then Cronos. Cronos' life set to release the long-awaited sequel to their platform stage act up. Switchblade II is a radical overhaul of the first game's pure logic. It's been formed from a 3D decade long into a first-person platform blast.

It's been two, formed great. After Hero defeated the evil Haxos and saved the people from eternal enslavement.

Unlucky Haxos, who had been taking his revenge and plotting revenge ever since Haxos left back, ready to kick ass and pummel all comers into a thick meaty paste of blood and bones. As a not too, however, as one of Haxos' descendants, it has to sound a little bit like even it's a desperate to get to meet Cronos. Obviously taking a lot of the all grey matter off the table to confront.

Haxos and save the day.

Switchblade II is a first person, a rough-and-ready, each one made up of between 80 and 130 screens. With over 800 screens in all, the game is more than four times as big as the original, with a vast array of weapons to collect and plenty of things to blow apart. Even the main character is a lot bigger and sports much more detail and additional human animation. Level one is set in the same dark and dank underground city complex as the first game. It's a vast mapping section where the player has to explore and find out where another room is revealed. There are various hidden areas and it's to help move about the level, but seriously there are also all out battles. Haxos' do as and guard robots to impede your progress. Laser gun barrels are placed at strategic points throughout the level and the armour piercing bullets of light which prove difficult to dodge. There are also electricity, force fields, spiked balls, and more, and a variety of other

death traps ready. Reach the end of all that, and you'll come up against a super tough and all level guardian, who also makes it a special one later on during levels two and three.

The claustrophobic and dirty environment of level one gives way to yet more fast and hectic action in level two. A horizontally scrolling affair with an assault course of crates and platforms to overcome plus various posed enemies which carry portable weapons capable of propelling the area with massive battles. Starting off at the base of a cliff, the player has to fight his way up to the top and out from a cave, where water is



The wonderful effects are here seen for all the action in. The amazing changing scenery is rather interesting and does it really give the impression of a fascinating world.

SCREENLIN.COM

Fast and addictive platform blast - great fun!

GRAPHICS	90%
SOUND	79%
LASTABILITY	80%
PLAYABILITY	90%

OVERALL 90%

SWITCHBLADE II

Level three is set over a snow-capped mountain range while the fourth takes place beneath cascading waterfalls. There is a choice of routes to take, calling the linear and predictable route of level two, but beware of dead ends. Crossing rocky wooden bridges while being assailed by gun emplacements, attack threats, super tanks, gartrops, and unbreakable hoversuits isn't easy and you'll need all the power-ups and extra ammo you can collect. Armour-plated enemy drods with their razor-sharped blades are on the loose and if you get caught by a one-two combination it's goodbye to one of your lives. The final two levels are set over a wilderness and volcano respectively. The first has massive Scud-like missiles launching from the water while the latter has deadly laser pits and molten lava-filled to contend with. Complete the final level and it's a case of well, Hallelujah! You're in an impossible heroic mother of all battles. You have been warned.

There are five different weapons to collect: machine guns, flamethrowers, lasers, blasters, and flaming missiles. Machine gun fire is the least effective with the flaming missiles proving the most efficient at bashing off the opposition. They roam around the screen taking out a scoreful of bad guys in



It takes a pair: George Allen (left) and Paul Gregory (right) designed Switchblade II.

one go. Flamethrowers and lasers can pass through objects and the shuttles can bounce off walls and rebound into the enemy. Unfortunately, firepower is limited and can only be replenished by picking up special ammo boxes doled out around each level. Run out of these and it's back to hand-to-hand combat, although if you're close enough you can use your sword to take a slash at the advancing alien storm.

The game's been designed and developed by George Allen and Paul Gregory, both of whom worked on Gemma, a rather trashy environmental shoot-'em-up. Manual: Taking on the sequel to Switchblade must have been a bit like stepping into dead men's shoes as the original game was handled

SWITCHING ON TO SWITCHBLADE

Work started on the game last August and references include *Strider*, *Contra* and the brilliant *MegaMan* Assistance. The team decided early on to utilize the Amiga's 32-colour capability and hit 250 line PAU, screen, rather than opt for any fancy parallax scrolling. With bigger sprites and subtle use of colour the game looks a treat. There are a lot of interesting touches throughout: look out for a King Kong type character hanging off the edge of a skyscraper in the background of level two and the puff of dust that rises from the ground everytime your character takes a jump! The game updates at 50 frames a second so the scrolling is silky smooth and the in-game tone is suitably atmospheric as are the numerous digitized sound effects.

by Core Design who split last Christmas last year. However, George and Alan have come up with a host of new ideas. Although the first level of the game does its bit to remind you the graphic style of the first game, from there on Switchblade II cuts a creative battle all its own. It's refreshing to see a game which builds on the strengths

of its predecessor yet introduced enough new elements to give it a character all its own. For too often sequels seem content to offer more of the same, hoping to live off the success of the original. Switchblade II is fast, fun, and a big improvement on its critically acclaimed predecessor.

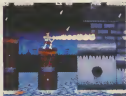
—Glen Dingley



Stage three's first level is set over the river. To make progress, you have to jump from platform to platform, avoiding the top-down machine guns.



Bullets prove ineffective as this heavily-armoured tank looks more to fear the fall. To make matters worse, you've also got to contend with a second-in-command figure. Talk to you soon! We expect the next chapter from this figure before attacking the big guy.



The flowing river and mountains in level two work a treat and, together with the standard graphics, help give the water level sequel a fresh feel and new excitement with the flamethrower set of standard naming our stand in the way of our fans.



Level two's first level. By level three things have started to heat up. The finger-shoots the holding better than moving to clear for a shot of GEM. They're quite short-lived if you get caught between one of 'em, you probably wish it was to tell the tale.



A third phase continues to slowly erode of bullets which explode as they hit the ground. Watch out, also, because a lot of other enemies dropped from planes via parachutes. It's a shame to get they explode and split into several smaller bombs.

TURRICAN II

THE FINAL FIGHT



Rainbow Arts

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Turrican II: The Final Fight is a sequel to the original Turrican, and it's a game that's as fun as the original. It's a game that's as fun as the original. It's a game that's as fun as the original.

Turrican II: The Final Fight is a sequel to the original Turrican, and it's a game that's as fun as the original. It's a game that's as fun as the original. It's a game that's as fun as the original.

A SEQUEL THAT EXCELS THE ORIGINAL

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Real legal troops slaughter the barbarians with a frontal assault, and the leader surrenders.



The chariot too ignites the technology of the war. Games are important to keep the prince happy.

CENTURY DEFENDER OF ROME

Building the Roman Empire took millions of people hundreds of years — but now Electronic Arts are taking you to witness world domination in an afternoon or less. With no need to don a sword and eat laika tongue. *Centurion — Defender of Rome* casts the hapless player as an embattled general in the third century BC, after Rome has persecuted all its neighboring states to pledge allegiance to it. Now she is casting her eye across the natural boundaries of Italy.

At the start of the game, the only tasks that can be attempted are saving legions and building fleets. This is enough however to enable the conquest of a

small, nearby state — Sallia is a good bet. Once the orders are given (and the game uses a one move equals one-year system), the action switches to a display of the battlefield. Each cohort (a group of soldiers or cavalry) can be issued individual orders, and a legionary is chosen from the menu. The ranges from an all-out frontal assault to a more slowly working maneuver.

Patience is always an option, but the idea is to pick on an enemy you are assured of beating. If in doubt, the battle plans include a defense option, which lets the enemy come to the Romans and every legionary knows that defense is a safer bet than attack. Once the foe has

been bounced, its back to the map that's the corner stone of the game. The general then sets the tribute level, which must be a balance between revenue and diplomacy. If it's too high, the subjects may revolt.

As a battles move with a turning regularly, especially again at the great sea-faring nations, Cinquillo, arena running and banding are legitimate tactics.

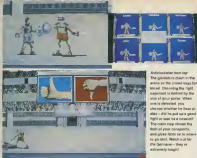
Once enough legions have been subdued, the successful effort starts to have problems with unhappy citizens in Rome itself. The clatter, looting and diseases is enough to keep them happy and money can be spent on these events. The subgames for the chariot racing and gladiatorial contests require different skills. In the former, the player controls the chariot, and the track comes hand to pass catastrophe. The gladiator shows are judged by the player, who

decides whether the lesser wins or dies — if he's given a good performance, it's best to let him live, or the mob have a heart at turning against you.

Keeping a large empire running is not an easy task what with the danger of invading barbarians and rebellions, but it has its rewards. Seducing Cinquillo is perhaps the most interesting part of the game, requiring a mixture of tact and macho posing. That is not to say the rest



REVENUE AND WAR
DEFENDER OF ROME



SCREEN
SCENE



Artificial war zone
The game's chaotic on-the-arena as the crowd begs for the end. Choosing the right support is dictated by the state of your game. When you're defeated, you choose whether to flee or stay. It's not a good fight or lose to a reward? The main map shows the location of your troops, and gives hints as to when to go back. Watch out for the Germans - they're extremely tough!



URBION

of the game is a bit because I don't know when to raise another legion for conquest and when to simply consolidate your Empire can be a difficult decision, but always enjoyable. Learning the various battle tactics takes time but as the reward is increased revenue it's worth learning. Sometimes you're better off forming an alliance (or unless you can intimidate the enemy with the power of your army it's a waste of effort).

Strategy games are traditionally a bit of a mess, after all. But I'm glad to report that this has depth and a sufficient amount of historical accuracy. The addition of the episode sequences provides a welcome break from studying the maps and statistics, and the battle scenes allow you to see the game in action. The graphics are top notch, and the relief map is extremely

accurate. The sound too is very atmospheric, with battle sounds and crowd cheers adding to the fun of the game.

I particularly liked the touches of humour which appear in the manual although the game itself isn't too dry and morose. That taken, I haven't enjoyed a strategy game as much since *Supremacy*, which had what amounted to scenarios - sadly missing in *Urbion*. Despite this, fans of the game will be very happy with the game.

Mark Hagen

THE JULIO-CLAUDIANS

The best-known dynasty of Roman Emperors started with Octavian - later called Augustus. He was adopted by Julius Caesar and thereby named an successor. Augustus was the second emperor of the Empire's first era, and four more members of his family (including his sons and grandsons) in turn both ruled and suffered. He was succeeded by Tiberius, who was elected by the emperor of his people. However his successor, Caligula, managed to become even more despotic during his reign. He had children by his slaves, but slaves betrayed at a trial, and made his favorite horse a consul! The line continued with Claudius and ended with Nero, infamous for his celebrity relationship with his mother and his persecution of artists to turn

"Infamy, infamy, they're all got it in for me..."



E.A. £24.95

‘ Carry On Gao will never be the same again ’

GRAPHICS 85%
SOUND 81%
LASTABILITY 79%
PLAYABILITY 80%

OVERALL 85%

After what seems an eternity, the sequel to *Superman's* here. The wonderfully named *Superman II* has been created by the original writer of *Superman*, Brian Kupperman of Magnific Fields. Shaun was also responsible for the brilliant *Johns: Turbo Esprit Challenge*.

Since Magnific Fields were founded nearly two years ago they've pumped out a series of titles starting with *Super Scorable Simulator*. Thankfully *Superman II* continues this trend. *Superman II* is actually an extension of the first game, with the welcome addition of a two player mode. Using a joystick for player one and joystick or keyboard for player two, the game idea is the same as the first - make sure that you are amongst the first five past the line - but with a lot more

added extras to enhance the gameplay. Once the game has loaded, the player has a choice of whether to have the helicopter as an accelerator or brake. I personally found it a lot easier to use the brake option because the car naturally gains speed by itself. You then have the choice to start on the easy, medium or hard levels.

There are 24 tracks with seven per level. The circuits themselves are a great improvement from the flat racing track of the first game now you have bridges, jumps, tunnels, and opening and closing doors, whereas before the tracks were limited to a few sharp bends. An added feature is a racing lapometer which crosses the race track at various intervals (Nigel Mansell's type of driving is of great use here). Added to these superbly drawn extras are some 3D



Admire the long-awaited two-player split-screen mode in both form and function.

Again! There are some tricky 3D levels to negotiate as you zoom around the track in the future.



SCREEN SCENE



Moves up any car near you. This is also small here and back this side. The module detector opens for itself. This is very useful if you're in two-player mode as it can be used to

deflect missiles back at your opponent. The last weapon of note is the Kingmaker style turbo boost (if you can remember the its name is). It's very handy for jumping over obstacles, or for squashing the cars in front of you, thus saving on valuable crashes.

This game is very pleasing to the eye, with four colours for the car sprites and 64 for the track designs. There's

Comware type graphics for the interview screens, police station interrogations and even for the transport inspector. This time round you have to stick to the same car all the way through, but the game has its rewards if you skillfully answer the game's questions.

The sound effects of the cars are good and there's a realistic strain of the engine when going up the hills on the track. When colliding with other cars and obstacles there's a realistic gassing noise. *Demolition Derby* is a must for any racing fan, but it's a shame that, unlike the original, you can't buy a better car or choose a track in the order you want.

Demolition Derby is a great improvement over its predecessor. That said, it's not and I'm sure this will be too.

Richard Ellis

STEERING

Left and right on the joy stick affects the car's steering. Forward and back are used to access the car's invulnerable weapons. Once again, you view your car from a kind of eye point of view, right in the sky with your car positioned in the centre of the screen as you trouble around the tortoise and hare track. The steering doesn't require a great deal of effort. It's particularly useful after a crash, as control has been restored. It gives you a quick description of the race track you're about to attempt. The track and car are selected randomly from following three settings: snow, sand, or grass/road. And each screen has been down as in 64 colours on *Demolition Derby*.

CARS II



Again, answer the questions, questions, questions and you'll pick up a nice car design for your efforts. Make a wrong choice and you will make the mistake of getting the wrong

Car. It's a nice car, but to go and the money will come rolling in. Unlike the original, *Demolition Derby* doesn't let you choose a car in the order you want. That said, it's not and I'm sure this will be too.

SCREENLIN £24.95

Demolition Derby is a must if you're a racing fan.

GRAPHICS	93%
SOUND	75%
LASTABILITY	60%
PLAYABILITY	91%

OVERALL 90%



After testing the skills of the rifle range (ah, the player has to accept the final space then the time). The player must make Marty catch themselves-treated legs without falling out of the over-the-shoulder that attempt to knock him off the table. There is a great gun through, and some must be taken out to get (oh, or you'll have to start all over again).



BACK TO THE

BACK TO THE CINEMA

The last movie ended with nutty scientist Emmett Brown being transported back to 1885, leaving Marty, the film's hero, stranded in 1985.

Following a rather confusing episode with a 100-year-old letter and some pretty photographs, Marty works out that the Doc is bricked a few weeks after arriving in the past. After digging out the time machine (which the Doc hid in an abandoned mine), Marty whizzes back a hundred years, calls himself Clint Eastwood (yep, he's made of cutting glass), encounters, again with, and beats the bad guys, saves the Doc's life, then returns to 1985 in time to snag his girls. Not a film for the intellectual, but one that will drive parents mad as they try to explain the plot to their kids.



Then's rather been a decent game based on a film. Companies look out a fortune for a film a name and storyline only to turn out a game which has nothing to do with the movie.

It'd like to see Cinemas have a berth at a movie house. It was developed along the lines of the classic *It Came From The Desert*. Then you could watch the story unfold and add to our corner. Such a computer movie environment would be my mind. In the ideal vehicle by which to convert a movie script for the home computer.

BTTP unfortunately fails to deliver the goods. The game contains four levels based on scenes from the film with screens updating the plot between stages. The title Marty Marty has gone back in time to rescue his buddy Dr Emmett Brown who is due to die two days after he posted a letter to Marty which is 100 years before Marty receives it. Continued? You bet.

Level one starts with Dr Emmett Brown using an



During breaks between levels and whenever a film is lost, a small video-screen appears to prepare you for the next stage. In addition there are out the missing parts of the film story and some of the characters.

SCREEN SCENE



The first stage is split into two sub-zones. The first is restricted to an 8-bit budget game editor. After, the second is set in a virtually unlimited play area, with area-filling Indians as rivals.

HINTS BOX

To stop yourself falling off the train on level four hold the joystick down when you collect a leg.

Try to shoot all the coloured ducks on the second level to get a bonus stage.

Avoid hitting the blue guys whenever they appear, they're the cowboy who'll help you by shooting the Indians.

During the plate fight concentrate on eliminating one villain at a time.



THE FUTURE III

Don't look to inside his true life who's about to take a dive, no it's time. Plunging into darkness, colliding with the local reds or being shot by red and robots, it's a hell and a fire game.

The scene then shifts to a shooting gallery in Hall Valley. The object here is to shoot a certain number of targets within a time limit. This section doesn't quite fit the style of the game, but it's fun nonetheless.

Next is a gunfight with Mad Dog (Lester). The film's bad guy, in the film Marty escapes death by using a silver door as body armor. The game goes a step further and gives you two an unlimited number of plates to throw at the opposition as well. The silver door can take several hits, but once it's been destroyed Marty's vulnerable. This is definitely the most playable section, with more touches such as the bird man who plagues through the battle field being lead by his music guide dog.

Once Mad Dog's been defeated it only remains for Marty to get back to the

future. Coming to a shiny arrow hitting a fuel line their Dalek war ions machine can't reach through the speed at which the time cruise escape. To get around this the car has been strapped to the front of a pleasure train, which will push it up to speed. Marty has to work his way to the front of the train avoiding mad hocks collecting legs and beating the odd train driver.

The on-game music includes the film theme, a rip off of the Sheriff, Apache and a catchy version of ZZ Top's incidental tune. A few rough digitised screams make up the crude sound FX. The graphics are drawn in yellow and brown in keeping with the game's wild west theme. Although small at times, the characters and background sprites are attractive and well animated.

SDTP3 is a huge improvement over the first two iterations. Unfortunately a good games paper could probably complete the entire two hours of buying it. Bang and run, this is a game for the kiddies.

Mark Patterson



This is an option to produce two of the levels - namely the plate-throwing leg and the 'Fly Your Luck' stage. As you gain proficiency at the latter bonus prizes, such as medals and really heavy gun for you.

MINI-SOFT £24.95

Article packed conversion that's a real top easy

GRAPHICS	70%
SOUND	81%
LASTABILITY	48%
PLAYABILITY	50%

OVERALL 71%

BATTLESTORM

From the boxed-copy blurb: "Thus would have you believed that *Battlestorm* is a strike of the art game set to revolutionize the genre. The ultimate shoot 'em up featuring 50 images per second, multi-directional scrolling, hyper speed and accelerated controls, consume the



cover sheet. It is a pity that the game fails to live up to such hyped-up expectations.

It's not a bad game, but most of its features have been seen before and now look decrepitly stale. It's a new shoot 'em up, wants to cut the mustard with today's game, hardened players. It's got to offer something new and innovative. With *Battlestorm* it's got more of the same old, dull formula.

The plot is as tired as the gameplay. "Your home planet has been horrifically occupied by an invading army of vicious bio aliens and the populace put to death. It is up to you to exact a bloody revenge by blasting them into so much space dust. Plopping an Airborne Attack

Craft you have to locate and destroy four enemy headquarters and finally liberate your planet! (Sigh...uh?)

Featuring a bird's-eye view of the action, the game is made up of four different levels with two sections apiece. The first section in each level is a multi-directional blaster, while the second is a vertically scrolling section. By clearing an attack wave of bylevels, paths are revealed which, when selected, protect your craft from any further enemy move. Then out of body and your ship takes a one-way trip to oblivion. Certain gods add different weapons to the standard shot. Pulsars increase the speed of your shot while there is also the opportunity to collect heat for homing missiles, plasma bolts, speed-ups and (horribly) shields, depending on the current level.

There are a variety of enemy ships to take out. Most follow simple attack paths and are somewhat predictable. An Enemy Mother ship uses a trail of mines to make blowing it up a bit more difficult. However, by manoeuvring to one side it is possible to dodge anything it spews out. More of a challenge are the *Battlestorm* Scanners, big mothers with part and standard gun turrets, which hunt you down relentlessly. A number of special defenses also cause problems, multi-directional tracking guns fill the sky with fire and laser-door-gun emplacements suddenly spring to life as you fly past.

Battlestorm is a campaign shoot 'em up, not really new. The graphics are not exceptional and the controls are fairly clunky. There's a plot to do in each level, but even up to the final level it's a bit silly. As a full-price game it can't rack up the kind of 500% value for the game's debut at a budget price.

Ben Stangor



GEM'X

Software imported from Germany and France is a fairly common occurrence, but *Gem'X* is the first time a game has been brought over from the Japanese. As can be expected, it's a outsize puzzle romp, which involves exercising the grey cells rather than the trigger finger, and as such it's one of the better ones. Once the usual plethora of sparsely sized and wide-eyed girls have been skipped past, the game proper begins with the setting up of a number of colour blocks. The screen is split vertically into two key sections, with the player's arms on the left-hand side of the screen and a slightly rearranged series of blocks to the right. The aim of the game is to reposition the left-hand blocks into a pattern identical to those on the right, and when completed it's on to the next level. In addition, a sequence of coloured tiles is shown in the middle area of the screen, and chosen the pattern the tile cycle when selected.

When a block is selected, it changes from its present colour to two steps down the coloured sequence. In addition, any tiles surrounding the selected block are similarly

switched to the next colour in their sequence - and to add to your problems, only a set number of moves are allowed. As puzzle games go, *Gem'X* is a bit quiet. Its gameplay tends to get a little repetitive, and whilst the screens are initially addictive, the long-term appeal is unfortunately limited. Not bad, but only for a short time.

Steve Murrett

One there go about as it



Battlestorm's graphics are many and varied, as well as the marauding extraterrestrial great defenses must be taken out

TITUS £24.95

6 An easy, uncomplex and atmospheric blaster

GRAPHICS	61%
SOUND	50%
LASTABILITY	60%
PLAYABILITY	78%

OVERALL 63%

DEMONWARE £24.95

6 A puzzle game, which looks long-term appeal

GRAPHICS	73%
SOUND	71%
LASTABILITY	62%
PLAYABILITY	84%

OVERALL 76%

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THE POWER

Don't let its return to the puzzle game field with the unusual offering, which once again uses the life of a (dead) record. With the lessons from the original hit thumping away in the background, occasionally interrupted by a sampled shout, the object of *The Power* is to guide a small head along the walls of its surrounding play area in an attempt to make contact with a similar looking head with a bow on top — presumeably the female object of the former title's passions. However, before the proposed meeting can take place, the total head must be made to collect a pre-determined number of hearts to prove his love for the fickle female. However, as our hero can only travel in a straight line along the wall or at a right-angle from it, actually reaching the girl involves a lot of thinking and rearranging of obstacles — all within an ever-deadening time-limit.



Between each stage, Porgie the screen appears reporting the last results (and to each other) but then it's back to business.

SCREEN SCENE



Despite its simple gameplay, *The Power* proves to be remarkably addictive. The puzzle element is the most addictive I have seen for a while, with some really nasty problems on the later levels — and these are made harder with the addition of blocks that cannot reach other out. As with most of the puzzle games, though, its lasting appeal is dubious, with very little variety in the levels. To give the programmers credit, they have attempted to rectify this with the addition of extra play modes, but even these can't stop *The Power* from being short-term fun.

Steve Merritt

DEMONWARE £34.95

6 Addictive, but won't hold your attention for long **5**

GRAPHICS	57%
SOUND	85%
LASTABILITY	45%
PLAYABILITY	79%

OVERALL 77%

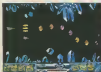
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WHITE SHARK

With the scorching success of *Claws Unleashed*, *Final Countdown*, *Demian* and *U.S.*, *Demianware* have lined up an impressive list of new games to be joining the shelf. First to hit the shelves will be *White Shark*, a horizontally scrolling shoot 'em up set over the competing levels featuring an award and wonderful a mixture of alien attack craft as you're ever likely to meet.

Forget the plot (there isn't one), just turn off your brain, jack in the joystick and blast away. This game offers the chance to experience your futuristic fighter with an array of different weapon systems, ranging from a standard one shot laser through to heat seeking missiles and cloud like bombs. Your weapons come as standard although their combined firepower is rather weak and ineffective. As only few additional weapons can be carried, these have to be chosen with care. Certain types of weapon are more effective at taking out alien attack waves than others, by playing each level a number of times it gradually becomes clear which are the correct ones for each section. Once you're equipped your ship, it's straight into the action.

Level one pits your attack ship against waves of an coming choppers, fighter planes, and is graphically reminiscent of both *U.S. Demianware* and *Alienware*. It's not too difficult to fight your way through this section, even the end of level cluster is a lot of a walk over. Things hot up by the second level. The player has to navigate his craft through a cave system with overhanging rock formations and narrow passages to negotiate. It's not that easy though, as multi-coloured pink-like ships attack relentlessly. There's also a jungle level and an Alienware section where the alien unfold from the surrounding walls. The game really comes into its own in two



Influenced by *U.S.* and numerous other shoot 'em up titles, *Shark* offers fast and furious blasting action.

player mode, with a smaller attack craft, joining the fray. It's a pin-pointed version of the original fighter with proportionally scaled down weapons and missiles. Although it's not as powerful, the smaller ship is more adept at dodging overhanging beams and flying down the narrow like system of passages.

White Shark doesn't push the range's capabilities at all. The graphics are merely competent, the sound, passable, but the gameplay is very addictive, especially when set up for two players. A fun blast, but with limited appeal.

Geri Singepry

DEMONWARE £34.95

6 A comparison of *Demian* but in two-player mode **5**

GRAPHICS	78%
SOUND	61%
LASTABILITY	84%
PLAYABILITY	70%

OVERALL 78%

AFTERBURNER

Afterburner bears very little resemblance to the arcade version which was one of the best aerial shoot 'em ups of recent years. However, Top Gun fans may well be interested by this battle in the skies. Taking off from the ledge of a steeply game board, you enter into combat. The first stage is set on a clear blue sky with nothing to cloud the horizon except for the sun's shining down at no easy task. Be sure to use your ammunition wisely as it does not last long.



Flashing red lights at the top of the screen alert you to planes which are taking you. The only way to shake them off is to perform a 360 degree turn done by rapidly moving the joystick from side to side. To increase speed, press the space bar to go in quick succession (but remember that after a fixed period your speed will slow down). Cannons are always a handy item to have around, and they are activated automatically when

an enemy appears on the screen. How speed is controlled by the computer and also escape you with it is a challenge. Bombs are awarded as you progress into the game.



Early one of the world's fastest jets, the Afterburner is fast and furious.

Afterburner is a great battle in the sky and not a difficult game to play. The game has many additional extras, such as a large number of enemy planes and a large number of enemy planes. The game is a great battle in the sky and not a difficult game to play. The game has many additional extras, such as a large number of enemy planes and a large number of enemy planes.



Those with Kamikaze planes will soon be the spectacular fall of the first plane that hits the screen when your number is up.

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Money too tight to mention?
Bank balance edging further into the red? Fear not! Fiona Keating takes a monthly look at cut-price budget and compilation games that won't burn a hole in your pocket.

ARKANOID: REVENGE OF DOH

Arkanoïd is a game series of these rudimentary brick-shooting games that will be sure to give you a good time. The game has many additional extras, such as a large number of enemy planes and a large number of enemy planes. The game is a great battle in the sky and not a difficult game to play. The game has many additional extras, such as a large number of enemy planes and a large number of enemy planes.

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- 5 BACK TO THE FUTURE II
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Avid Chaos Killer, Ian Cogings from Exeter, takes a breather from his bouts of dragon-busting to offer useful advice.



CHAOS ST

PRISON LEVEL ONE

Crashers - None

Bombs - None

Twenty four new hoppers are found here, twenty two of which are easily found and two of which are hidden. All of them are very powerful at levels, characteristics and skills but have no equipment. There are two illusory walls which lead to stairs.

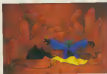
The two small envelopes can only be reached from above. If you want to have a *Rage Shadow Warrior* you must open the door in front of him by examining some of the undead fellows. If you want a *Lot Champion* you should avoid the undead, you can't have both characters in a party.

PRISON LEVEL 2

Crashers - Mummies

Bombs - None

Despite what the text at the start claims there is a second level, complete with mummies. Before you reach the maze you come to some rock piles, use the pet on gas spell on them. In the compartments on the way to Lot there are 22 mummies which should be destroyed with frostball spells.



With every map in it from the original *Dragon's Lair* (these *Warrior* and *Warrior* were even nearly captured and put in it you're prepared for the unexpected).





Make the most of whatever equipment you can find, but beware the traps the Giggles have behind. Some are just strings - so don't be too greedy.

By learning the ways of Giggles, the various monsters can be destroyed quickly and efficiently.



PLAY TO WIN

GENERAL HINTS: Be sure to use all your characters to combat. Conserve health and use light spells whenever possible. Don't forget to collect gold pieces when the party goes to sleep.

Be sure to use all the other than providing guidance and instructions - use exceptions in the Magic May spell. You might try using magic to put markers or to trigger automatic traps. If one of your party dies don't forget to collect their items as they can be recovered.

Look which characters can cast spells. Eventually you learn which spells are most effective against which enemies. Don't carry too much unnecessary equipment, if the load makes items useless or red you'll become heavy and tired faster.

If a boss does a lot of damage, it's best to cast a spell, about a few spells, sleep, then finish the spell. You should go about spells so they're ready to use at any time.

Weapons left behind by Death Knights and the others may be useful, so it's best to avoid them.

Most Giggles items will kill you, apart from equipment which was stolen from you. Be very careful!

TRIKES BACK

THE CELLAR LEVEL 1

Distances - Giggles, Attained Worms, Red Dragon, Giggles Items, Monsters

FOOD

Meat
Worms
Dragon Bones

WEAPONS

3 axes
Sword
2 Daggers
Sling
Claw
Axe
Bow

ARMOUR

Leather Jerkin
Leather Pants
Horn
Metal Mail
Metal Arrows
Breast

KEYS

3 Iron
Keys
Gold

MISCELLANEOUS

3 Shields
2 sets of bones
Magic Ring
Red potion (1)
2 Yellow potion (2)
Red potion (3)
Magic Ring (2)
Full Bottle (2)
2 Full Bottle (4)
Full Bottle (3)
Gold coin
Dead
Chest

Not all items are safe to collect. Some Giggles items will reduce your strength, so it's best to avoid anything that doesn't belong to you.

MONSTERS

The Attained Worms are rather like the Purple Worms in Dungeon Master, but more powerful. They can appear in pairs and are vulnerable to most weapons and fireballs. The Giggles try to steal your equipment and must be destroyed immediately. Amongst them remains you can find your stolen weapons as well as some other items.

The Dragon takes an incredible amount

of damage before it dies. Most forms of attack are ineffective against it, but use a fireball if you have to get in close. Dragon's breaths provide ten places of dragon attack, as well as poison.

NEUTRAL SECTION

Plunge into one of the pits and you will need to drop all your equipment or lose yourself. Look for the force field that will teleport you to the Neutral level too.

KU SECTION

Kill the Dragon for all treasure and the worms for food. There is an illusory wall or a button. Press the button then go through the wall. The illusory wall can be broken or opened with an Ooze key.

The other glass leads to a teleporter which is a level three.

ROS SECTION

There is an illusory wall blocking the passage and another blocking a teleporter which leads to the dungeon.

NETA SECTION

Do not step on the square with the chest. You'll become trapped and then come under attack from a horde of worms. The walls occasionally open up to let some worms in. Close them as soon as all the traps have been killed.

DAIN SECTION

A panel is blocking the door which leads up. Press the button to remove the panel. There is one illusory wall which is safe to be opened.



STAR CONTROL

Star Commander, Mark 'Twikki-Kryton Head' Patterson brings you confidential secrets of the Alliance and Hierachy ships.

UN-QUAN DREADNAUGHT

The ship's capability of destroying almost any Alliance craft. Remember that each lighter launched costs one power meter. It's easy to get sucked away and leave your ship with a skeleton crew. The only serious threat comes from the Bathing Craft.

MYCON PODSHIP

Even though the ship comes with a large crew and lots of fuel, it can only fire its weapon twice without recharging. The plasma balls it fires can be destroyed by shooting or by shields. Run! If you don't, the pods are open to you. It has trouble against the Rebel fighters.

ILWYATH

Providing you can remember where you are, the Ilwath's cloaking device is invaluable. Sneaking up on an enemy craft is better than a frontal assault. Charysis craft are particularly useful against it.

VUX INTRUDER

Be careful when using the Vux's laser. It drains energy immediately! When facing an enemy with a short range weapon wait for it to close in before releasing a cluster of impacts and opening up with the laser.

SPATHI DISCRIMINATOR

The Spathi's anti-weapon Hierachy ship is armed and tear their enemies apart to only advantage. Fly past the enemy at close range and fire missiles at groups of three. It's the only way to get rid of this ship.

ANDROSYNTH GUARDIAN

The only use for the Androsynth's main weapon is defense. A cluster of bubbles will deter any close attacking enemy. Combat mode is best employed at close range as nothing can get out of it. The Hierachy's heavy laser mode has no trouble in breaking the Androsynth's cover.

UMSAH DROHE

By keeping it and making sure it isn't hit as a shield as well as a weapon. Only Charysis and Hierachy pods are capable of being around the anti-matter zone.

CHERYSU

By launching two D-D G's at the start of a battle, a Charysis can successfully disable most enemy craft. Never let the opposition get in close. The Vux stands the best chance against this ship.

TEHAT

With its shields and dual cannons, the Tehat can destroy most larger craft. Use the can-



non in short bursts to pause left with enough fuel to activate the shields. Very good against the Moon podding.

MMRNMHRM

Against a blow directly the MMRNMHRM can stay in fast mode just using its lighting modes. For tougher opposition the heavy laser is extremely effective. The Androsynth is the best ship to send against this craft.



ARILOULALAY

By utilizing its firing laser, negative and teleporter this ship can be very potent. The best tactic is to fly in fast then open up with the laser, teleporting out as soon as the enemy reacts.

SYREH

Running in a heavy ship using the Green laser is safe. Attempt to hypnotize the crew called them, then attack. Running away is usually the best tactic for this craft. Avoid the Un-Quan Dreadnaught at all costs.

EARTHLIND CRUISER

This ship stands the best chance against the Dreadnaughts. Its defensive laser is capable of knocking out the Un-Quan fighter. Destroy it the best tactic is to long-range missiles with both powerful and accurate.

SHIPQATI

Forget winning a battle by using this ship's laser. Use its speed to get in behind the enemy then detonate.



BACK TO THE FUTURE III

Type these in during the story before the lesson starts.

Level 1: Fictional Character
Level 2: Literary Character
Level 3: Real Person (Character)

1000 1000 1000 1000



Sci

541 **Cosmetic** follow-up to *Cosmo HQ's* making time-limited beauty computers everywhere. By typing in **A GARDEN IN** on the title screen you can give yourself bags of time by deleting **T** during the game.



SILKWORM

How about mirror pages and helicopters on Mastertronic's review budget is released? Call up the option screen and type in SCWAP-28 (with support then start the game as usual)



NITRO

Bring back against the aggression in
Playbooks. Test player race game.
Enter your name as MAJ on the high
score table to get bags of fuel and
money.



NIGHT SHIFT

Working the register isn't easy, so for those of you having trouble getting off the first few levels, here are some ideas:

- Level 3:** Cherry Banana Banana Lemon
- Level 3:** Banana Cherry Pineapple Plum
- Level 4:** Pineapple Lemon Pineapple Pineapple
- Level 5:** Pineapple Pineapple Lemon Cherry
- Level 6:** Cherry Plum Plum Pineapple
- Level 7:** Cherry Pineapple Lemon Banana
- Level 8:** Pineapple Banana Pineapple Cherry
- Level 9:** Pineapple Lemon Lemon Cherry
- Level 10:** Lemon Banana Plum Plum

TREASURE ISLAND DIZZY

Justing by himself, full of concern, Halpin gets for his game everybody it seemed about like we wanted a map. So here it is, mapped and drawn by Fleming Lauridsen from Norway.

The lights show the location of the gold coins; thirty are needed for the final fix at the end of the game.

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PLAY TO WIN

CAPTIVE

THE FOUR SQUARE CIRCLE MOVE

round the side of a group of bad guys and close to within four spaces. As they turn towards you, sidestep and turn to take the square you just left. Wait for them to move into that square then open fire. Repeat this move until all the bad guys are dead.

THE TWO SQUARE CIRCLE TACTIC

Move three squares away from the enemy then turn and fire. Circle around them using this move.

CRUSH-UP

Groups of monsters can be crushed if you land on them when you go down a ladder.

SHOT IN THE BACK

Occasionally you come across monsters guarding ladders. Once they spot you they jump up and down the ladder making it impossible. Drop a bomb a meter behind them and run away while keeping an eye on what they're doing. Wait until the monster has gone up the ladder then run towards him firing constantly.

You'll need to use this tactic in the space station.



BURST

Monsters will quite often end up shooting themselves.

Especially if they're lined up. Tanks, which are difficult to get top head on, usually bounce their shells off walls and back on to themselves.

Z OUT

This is probably the easiest to win shoot 'em up. Press Z at anytime during play to skip levels. Join it together for infinite lives. More of a bug than a cheat weapon.

MONTY PYTHON

If you're having problems with your game or cheats and keep left signs in Virgin's Monty Python.

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ENQUIRIES

KING'S QUEST 1

I know that somewhere in this game there is a pouch full of diamonds, but where? Please help me.
Mark Jones 21

GOLD OF THE AZTECS

I can't get past the second screen on stage two. Could someone please help me with this by giving me a poke for info (like on how to beat the game)?
Helen Sutcliffe 22

CARTHAGE

Can anyone help me? I just can't get my armies into cooperation.
Rupert Larkin 23

FANTASY WORLD DIZZY

I can't get past the first dragon. I can get past the Armoog but not the broken bridge. I've searched the stable for objects but can't find anything. Is there a cheat?
Polly Apleford 24

TOTAL RECALL

Can someone put me out of my misery? I have reached level three but I keep getting shot. Any tips or cheats would be greatly appreciated.
Alan Franklin 25

2-OUT

I can't get to the question at the end of the level three, but when the circle of bullets comes out, I don't know what to do. Will somebody tell me how to kill him?
D. Green 26

DRAGON'S LAIR

I have been playing Dragon's Lair now for ages. Unfortunately I can't get past the first set of cups after the whoopos on disk three. Help!
Charles Kerr 27

FIGHTER BOMBERS

Here is a fighter pilot in need! Could someone tell me how to lock the Maverick missiles? The S key only

locks Saunders. Please hurry as I'm going to get shot down.
David Edwards 28

AWESOME

After playing Asterix for the last couple of weeks, I have managed to reach the first planet, but can only manage to get halfway to the second. A cheat for infinite energy would do nicely.
M. Haskins 29

ROBOCOP 2

I need a guide to complete this game. It's just so hard. Please reply as I would like to complete it.
Lee Carlson 30

EVERYTHING BUT THE KITCHEN SINK 2

I am having a lot of trouble with a few games. Here's a list: *Gladius* in *Gladius*, *Skewer*, *Pac Man*, *San Siro 3*, *The Last Palat* (I already know what to do at the first village, but a cheat for not losing your men would be nice), and last of all, *everybody's favorite game*, *Hollywood Raiser Pro* (I know a cheat which says when the down light goes out reset, but I don't find the first test (does any carry).
A. Paine 31

BAT

I am having trouble with Ubi-Soft's brilliant adventure, *BAT*. After many hours of play, it seems to be at a dead end. I have got Lydia as a companion, but I cannot get into the secret building. The Klo club, the school or into Casa Karatas's building. After traversing the city many times, I cannot find any way to get into the above places, and I am becoming desperate for help.
Rae 32

XENON 1 & 2

I am looking for a cheat for both the *Balmage's Xenon* games.
Ron Wilson 33

MAD PROFESSOR MARIANI

Is there a cheat for more lives? We can get to the Mystery Lab, but it's RRRrring before we're sent to the loony bin!
Steve Hunt 34

TV SPORTS FOOTBALL

This is a good game but the length of the matches (7 hours) puts me off. Is there a cheat or code or something I can type in to make the matches go for at least half the normal time?
Jay Goodley 35

GOOPS-UP!

I've got all the codes, but I'd like infinite lives and infinite bullets. How can I get the codes to load in the 10-score table, and get back into the game again? Please!
T. Hughes 36

STRIDER II

This is one hard game as it sends you back to the beginning of the level when you lose a life! Infinite energy or level skip please - I can't get off level 2!
D. Hughes 37

BEACH VOLLEY

I am at the end of my sanity trying to work out some form of level skip for this game. Can anyone help?
Tom Davidson 38

NEBULUS 2

I found a cheat for Nebulus but now the sequel has come out which is even harder. I'd appreciate any cheats or hints.
Paul Jones 39

LAST NINJA 2

When the game starts, I go through the curtains behind the instruments into a room. Once I've killed the man in there I'm stuck as I can't get out of the building. Has anyone got a cheat or a level skip?
Steve G. 40

UNREAL

Could someone please give me a cheat for infinite lives? The game has some really graphics, but we can't get past level five.
Jonathan Carron 41

KID GLOVES

I've got to the 20th level of this game without the cheat on. I'm now finding it

hand going, so a chest would come in handy

James May 101

BUFF AND READY

I am stuck on level 2 in the space adventure. Has anyone got a cheat for infinite lives?

Roy A. Bates 105

TORVAX THE WARRIOR

This game is just so infuriating! I need an item to energy chest, preferably one that doesn't make you jump back when you're hit

T. Hughes 104

RESPONSES

TURRICAN (G36)

When on the high score table, type: 88880040000 (five spaces) for 68 lives and full equipment

Andrew Burtis, Manchester

PLAYER MANAGER (G35)

Hold 2nd socket button for gaining money. I have earned over 55,000K by using these methods!

1. Buy a few young, cheap players and keep them in the squad for a while and sell. Next year (if) they will have more cash and you should have no trouble selling them for a huge profit.
2. Only buy players with very high agility ratings, as this affects all their other attributes. If agility is extremely high (about 800) expect the player to become an excellent footballer - given a football or two.
3. Try and keep in the Cup final as long as possible, as this is one of the best ways to gain plenty of money. Even if you lose in the final, you will still receive the gate receipt money. Of course, winning looks a lot better on your season records.

A.S. Hardy, Sheffield

LEISURE SUIT LARRY 3 (G33)

When you receive your season papers read them and you find that Gus a secondhand table put. You now get more points than you would do if you gave the chance to Phil without reading them before hand.

As for Chip n. Dales, you must go there before entering the Bambos for

eat. Walk up to the door and talk to the man. Give him your tips you took from the game and he will let you in. When inside, sit down at the empty table and watch the show. Throw your pointers to Dave. When he sits down at your table talk to him and follow the line of conversation.

John McManis, London

TEENAGE MUTANT NINJA TURTLES (G19)

Here's something that might help. When entering the protection routine, type 8888 first time, 1500 the second, and the correct number the third time. Now you'll find that HELP toggles immediately on/off. If you see a turtle pressing H888P, restore all of them to full energy, once they're alive.

Andrew Barry, Northampton

JAMES BOND (H3)

The sunglasses are at the bottom of the boat on Level Three. There's a narrow passage which goes down into a corridor which is where you'll find the glasses.

The chest. Try typing in JUNKARD (followed by a Return) while playing the game. In play hitting Return will give you a protective fiery hitting G, will make the locks disappear off the next mission point.

Philip Goodwin, Newcastle-on-Tyne

CORPORATION (H4)

To call up the psychic powers, you must first be controlling a human agent. Click onto the final part of the damage display indicator (on the left). Up pops the strange three-eye room. The psychic powers are controlled in much the same way as the casting of spells in *Dungeon Master*. You may click on each eye three times. The first eye has three positions that dictate the strength of the effect: 1 weak, 2 medium effect, 3 strong effect. The second eye says whether the effect is: 1 good, 2 bad. The third eye says whether the effect is: 1 on you, 2 near you, 3 far away from you.

Finally, you must click the arrow underneath to cast the spell.

Gina Hanson, Ipswich

RICK DANGEROUS (H9)

Enter your name as 'POOR' for a level select screen.

G. Herbert, Southampton

HOW TO USE THE HELPLINE

IT'S EASY Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to: **Play to Win Helpline, GU, Penny Gant, 36-37 Farrington Lane, London EC1R 3AU.** If you are making an enquiry include a few lines explaining why you need a game, cheat, help etc.

If you are replying to any of these responses, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a separate sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

HELPLINE

CU's adventure and RPG guru, Matt Regan, offers handy tips and advice for hard-pressed game-players everywhere.

INTERACTION

Welcome to this month's *Adventure Help*. The big news is the imminent release of *Bard in Tale II* on the Amiga, which looks set to repeat the success of the earlier games in the series. I expect to be deluged with requests for help so I'll start playing it as soon as it arrives!

Eye On The Defender arrived too late for review this issue, but I've played it a little. I'm happy to report that it meets then lives up to expectations! Another great game, released this month is *Monkey Island*, which is the funniest adventure since *Pink!* in my humble opinion. Can't miss this expert Lucifine game.

The one front is a bit bleak at the moment, but I'll get that pick up soon — like the adventure market it tends to come in lurches. *Witchmaster II* seems to be a disappointment over the first (which was fairly a disappointment) with dozens of new icons and modes at a steep price to pick. Anyway, let's get on with the questions and answers, as there are lots to get through.

INPUT

LEGEND OF FAIRGHAIL

Kevin Kennedy of *Sourdisage* is in a real state with this *Bard's Tale* clone. He's got the game, the Carina, and the keyboard, he's put them together to form the shaft, but can't work out what to do with it. Can anyone help?

Through trying to think of a solo user!

IAN McKRACKEN

Stephen Quanten at Dublin is another person who just can't settle up with the answer he needs. He's stuck in the great adventure and doesn't know how to proceed. He has collected the blue and yellow crystals but can't tell the lotto game. Does anyone know how to do it?

BLOODWYTH

People are still playing this RPG from Minnesota, and Paul Handy of Sheffield is stuck! He's entered the Moon Tower, passed a fight of trials and gone into a large room. Unfortunately he can't get out of it! Two pillars block the exits, and he's run out of ideas about how to get around. He pleads for some help!

OUTPUT

MANIAC MANSION

Gorey Hume at Teanema has come to the rescue of Simon Brown who couldn't get past Wend Ed. Solving the piggies can't so reveal the clues usually affords his attention, and while he's reporting the vandal is the sells another character can grab the money. Then play the *Melange* game in the broader and the hogscore is the code to the secret slot!

GOZE

Another person desperate for advice is Mark Lewis of Trowegar Gwent. He wants any advice at all, as he says that he can't get any where at all. He also wants to know the answer to the riddle in the early part of the game. Does a use or useful adventure out there know the answer?

OPERATION STEALTH

Bruce Miller at Eamlochan is stuck at the very beginning of the game. Having collected the coin he's meant to forge a passport, but the official won't let him pass! Conversely, Bruce the site's mate. Use the coin to get a newspaper read it to find out which country is in league with the regiment, then forge a passport of that nationality. He couldn't wait then done!

POLICE QUEST II

Paul and James Aragon of Bailey North Yorkshire, every time he goes down into the sewer he dies because of breathing poisonous gas. Is there a gas mask or something similar to protect him? If you know, please write in because James says that his head hurts.



DUNGEON MASTER

Ricky Jackson from Lichfield, Staffs, is having problems in level seven — he can't open the second force-field door. Well, that's because you need the next five keys — and collecting them to the whole point of the game. They are scattered around the dungeon and give access to the Firestaff, the only Magic item capable of defeating Lord Cheese. So descend and keep hunting, Ricky.

PLAY TO
WIN

HOW TO USE THE ADVENTURE HELPLINE

Write to me, Matt Regan, at Adventure Helpline, CU Amiga, Priory Court, 30-32 Ferriagrove Lane, Leodes EG18 3AU, with your problems and any useful hints you can give in response to those readers tanglish in these pages! Make sure you include your full name and address, and I will do my best to get back to you personally.

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PLATE 12. *Chrysomelids*
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RAINBOW ISLANDS

Unfortunately, this brilliant open-air conversion was held up at wrangles between Monochrome and Taito. After a while, though, Ocean secured the rights to release Greifgold's conversion and the game was much critical acclaim. The sequel to double-Double, *Rainbow Islands* is a quirky platform romp with plenty to see and jump over. With seven large levels (and numerous hidden areas), this is the ultimate platform romp and is an essential buy.

RICK D II

Monochrome's square-jawed hero returned last year in

another five levels of mayhem. Armed with a laser and a few explosives, Rick encounters all manner of flesh Gordon-esque creatures and robots as he attempts to reach the elusive Fat Man. It is basically a slightly tweaked-up version of the first game, but even so it's one of the better platform titles.

ROBOCOP II

This popular manic law enforcer returned in a seven-stage (and comprising a number of game styles) in terms of gameplay, not a lot has changed since the first game, but programmers Gosport FX have tweaked the playability and the graphics are superb. In all, a less than brilliant, but fun.

ROCKET RANGER

Another classic from Oceanware's list, and probably their best release to date. Not quite as polished as *Ray of Caltex*, *Rocket Ranger* is an all-action race against time which hasn't dated one bit. The sub-game's got progress levels, ensuring that this game isn't a walk-over and a treat that allows new players to follow up on many games left.

SIMULACRA

Another from the Greifgold stable, *Simulacra* is a fast 3D shoot 'em up with a series of missions to complete. This involves being in a group of



One of the best conversions of all time, *Greifgold* and Ocean's *Rainbow Islands* is probably the ultimate platform game for the Amiga. It has got exclusive gameplay, cutting graphics, everything, in fact!

generators, but the addition of force fields and enemy planes and tanks makes things harder. By no means a classic, but a fast and furious blast.

SPEEDBALL II

This sequel to the classic

Speedball for expanded our options, with its superb graphics and advanced features.

Every aspect of the original game has been improved upon, with the addition of a larger, fast-buster, and a main arsenal option. In a nutshell, probably the best all-round game for the Amiga.

SUPER HANG-ON

OK, so it's knocking on a bit now, but there are still very few racing games that can touch this. The graphics are large and clear and the track detail and updates have so far been unrivalled. There are a large number of tracks to work your way around, and *Super Hang-On* is age and

playability ensures that it is a timeless classic.

SWIV

An odd title, but a superb shoot 'em up. Imagine Virgin's brilliant *Saborm* varied from one third with a number of new enhancements. Featuring a superb plot as you go, *Swiv* is a worthy system. *SWIV* is a worthy Storm's best game yet!

FORVAK THE WARRIOR

Drawing ideas from *Phantom* and *Legendary Arm*, *Forvak The Warrior* is a horizontally scrolling beat 'em up with an awe-inspiring music man as its star. Guiding *Forvak* you must hack your way through sav and stages, with a host of battles, until you reach the final guardian and the end of the game. The graphics are of course typically high standard, and the gameplay is simple but enjoyable.

TURRICAN II

Turrican returns for another epic of destruction. This sequel looks better (graphics than the first of the original, with shaded backgrounds and a





wide variety of items, but the basic gameplay remains intact. One of the best Amiga shoot 'em ups ever.

UNREAL

A space-far future, a burning planet and a muscle-bound hero are the main ingredients of this arcade adventure. Puzzles and sword swinging action make up the gameplay as our hero travels through many different levels. A side-betting or gambling and fair-lead progress help round off an arcade adventure which no fan of this style should go without.



ULTIMA V

The most recent addition to the Amiga edition of the series. Ultima V takes the game environment to its most detailed level to date. Programmed by Lord British this is the best Ultima yet! A game which shouldn't be missed by any fan of this series.

VIRUS

The first real Archonides game for the Amiga, with a bang. Though slightly slower than the Amiga version, it retains all the features of its Archon predecessor. Visually and surely stunning, the only difficulty comes with controlling the



popular clock you're given. That aside, this is one word shoot 'em up.

VIZ

Almost too recent to become a classic. It takes computer folk, humor right round the U-bow. Profoundly smart and headless about in race off between three of this field's successful characters. Over eighteen only it's a game. You know can't afford to be without.

WINGS

Comcasters tribute to the World War I pilots is a brilliant showcase of their usual graphical finesse and is coupled with three playable arcade sequences. As you earn your wings and progress through the ranks, the game gets faster as the flash-step up their operations and the game's tangibly a variety oriented.

WARHEAD

Parasitic was the word used to describe Warhead. Glyn Williams is 3D space arcade/strategy simulation that you begin around during your dominion to pass Earth from being conquered by alien. A total of 35 missions and some of the most bizarre characters you'll ever meet in a computer game add up to one of the best space related games on the Amiga.

XENON II

The follow-up to the Bitmap's ground breaking Xenon was a mega hit. There's more built on weapons than most people have fingers, tons of levels and thousands of

Z-OUT

The follow-up to the excellent Z-Out 2 is another six levels of frantic action. As can be expected, there is plenty to see and shoot and lots of extra weapons to collect, and the attack waves come fast and furious. A good shoot 'em up which is far from original but extremely playable.

ZOMBIE

Based on the Supermarket scene in Romero's Day Of The Dead, Unreal's Zombie won much laurel in the space for mouse community. You're four strong hordes have to overcome hordes of undead in an attempt to get lost for their own helicopter. With plenty of plays on modern computers, Zombie is an excellent arcade adventure.



Up, up and away... with Bonanza/Wings' coverage. What's War? Wings: Wings.



DEMOS

Fiona Keating's essential guide to Public Domain, your chance to win a hundred free PD disks, plus the usual round up of all the latest shareware releases.



They came from left, it proceeded to follow her not with a vengeance to the end put together that. Richard man above their positive and negative effects, as well as a truly personal picture of the world. For this has been warned that is the main source of the full world of with a mixture of gentle to produce. Available from 1985 to the 1990s, it may be used.



Some extremely complex artists like from the 1980s. Some available from 1985 to the 1990s. Playing and recording these are often very well known and often very well known. The background of a mysterious world. The background of a mysterious world.



1985 to the 1990s. Some available from 1985 to the 1990s. Playing and recording these are often very well known and often very well known. The background of a mysterious world. The background of a mysterious world.

SUPPLIERS' GUIDE

A 1985 to the 1990s. Some available from 1985 to the 1990s. Playing and recording these are often very well known and often very well known. The background of a mysterious world. The background of a mysterious world.

DEMOS



An interesting collection of letters by authors from 4400 BC to 1800 AD, largely chronologically listed, encompasses the wide range of images which describe what the artist depicted and the specific demands which he imperiously articulated by a letter-headed request. Various rules, etc. are laid out, but the most interesting are the ones which deal with the place which the artist had in the society of his time and the

[illegible]

Stephen D'Amico, American University, Washington, D.C., comments that the article is an excellent review of the literature on the topic. The author's conclusion is that the literature is inconclusive. The author's conclusion is that the literature is inconclusive. The author's conclusion is that the literature is inconclusive.

DEMO OF
THE MONTH

TITLE: Japan's Changing Role
AUTHOR: N/A
DATE: Jan 1991

Some marvelous images from the land of Hanshu and Hanjiku. The Japan Culture Club from J20 PQ (44) 333 shows scenes of cute kids doing calligraphy and an ultra-modern Japanese police box in Tokyo. A strange blend of the high tech world and the ancient art of sumo and tea stone.



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PD3 813 Chameleon arena (trd)
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PD5 812, 813, 844 Amazing
Issues 2 three starring more disks
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DEMOS



Witness the strange tale of *Quest & Fate: Computer Dating Agency* from A RIG. PG depicts the Computer Dating Pen 1. An intriguing story with lots of appealing scenes, which catches your imagination with mystery and romance. What is it all about? Fear of women? Lamentable? The dating pen is to be purchased. Worth this space.



From the game, witness the game of *Quest & Fate*, which depicts more suspense in the game, but not about. The game depicts of having an appeal when you just want to shoot the ball into the opponent's goal. The players look like orange and green with other play the opposite game of having a goal at each other. Pretty exciting with an incredible sound and graphics.



For collectors of the classic space adventures, the latest *Quest & Fate: Computer Dating Agency* is a splendid choice. *Quest & Fate: Computer Dating Agency* is a splendid choice. *Quest & Fate: Computer Dating Agency* is a splendid choice. *Quest & Fate: Computer Dating Agency* is a splendid choice.



PD TOP TEN

A-Action 5-Sound 1-Utility
G-Game 1-Miscellaneous

1. Star Trek Megademo 2 disks 1 meg A
2. Batman the Movie 1 meg A
3. Amazing Tunes II 2 disks 1 meg S
4. Chase Rock 1 meg M
5. Learn and Play 2 disks C
6. Buckle Up Megademo II M
7. Treasure Island G
8. Nightthoughts 1 meg M
9. Meg Demo A
10. Probe Drive A

Compiled by ABOTS



For collectors and those who break everywhere, this is the best choice from AOTS (see 199). The game depicts of having an appeal when you just want to shoot the ball into the opponent's goal. The players look like orange and green with other play the opposite game of having a goal at each other. Pretty exciting with an incredible sound and graphics.

From the game, witness the game of *Quest & Fate*, which depicts more suspense in the game, but not about. The game depicts of having an appeal when you just want to shoot the ball into the opponent's goal.





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W I G G L E T

There's nothing like a joystick review to trigger the double entendre tap. All those short sticks with bumpers taps could turn anyone into Pinus Sordidus. But without a joystick most arcade games are as exciting as Porsche without a steering wheel. And few things are more powerful than your choice of stick. What kind of a response do you want? And do you want a stick such as a roller-

[illegible]

All of this makes joystick reviewing one of the most feared jobs in computer journalism. Until the International Organisation For Joystick Standards establishes a test centre, there can be no truly objective method of evaluation.

However, hard tools can help your choice. What's the stick's size and general layout? How long is its cord? The action can also be reported with considerable accuracy. And let's not ignore the aesthetics. One of the sticks we looked at was almost too ugly to glance near an American

Finally, there's the road
tast. How does each stick
shape up to three distinct
types of pasta (see box),
each of which makes
specific demands? In an ideal
world, one stick would win
in all categories, but that's
probably an impossible
dream. So in the hope of
discovering an almost per-
fect joystick, let's power up
the first program and plug
in that nine-pin connector...
And don't let me hear one
"Frodo, Sam!" shout.



DEMANDED MODULE
 November 11, 2011

[illegible]

[!\[\]\(9e0e766f70f739d8fa87fbef24ec1034_img.jpg\)](#)
[!\[\]\(909e9290cb590cf3804944c2a73f3db1_img.jpg\)](#)
[!\[\]\(7fe5d4d52c3ca62e969c6d8a04871e9a_img.jpg\)](#)

The multi-purpose hard, foldable tape may have become a good idea on paper. Unfortunately, the method of manufacturing characterized change doesn't work. The sheet can be too rigid, which is often too small for the average hand, provides from a based plastic membrane the option of which brings out the fact that it can be used on a flat surface. Unfortunately, the polypropylene is rigid after too much resistance for the user to fold up properly, and is quite easy to tear. Recent tests I looked at showed a 100% for that matter. At least at 450 mm, most in general.

There just isn't a lot of feedback from the community on things as good as this, so it's a little more important to try to help the authors. While expanding on the feedback, please post right to the #type page link. The ebook is extremely short (less than 100 pages), so I can't give an old assessment, especially at this point in time. The best technique seemed to be to go by the three angles and stick around until night. The goal is to maintain a lot of hot and changing right to the point, but we may change in my last time. The same two-handed approach worked for Freddy, and the Concepts a far from clear for right at night because of the high of the night.



FLASHFIRE
 February 1998

Two 14-inch black dials with big bold start and stop markers. Large white-on-black numbers show hours/minutes. The placing of the hands has led to the bit of the dial making it a day for left-handed drivers as found to be supplemented by two black-on-white dials. Though these are nice but compared with the former more important ones on the base. The clock feels rather stiff and not emphasizing its with good looking and good value. That the clock is here and though length on everything, its fit is good as well as the other side and the plug, looks beautiful.

The 10th Street entrance of the big hotel was practically inaccessible with 8-1000 lbs. gas tanks in the middle of the street. The only way the gas was moved from the street to the hotel was by a small cart pulled by a man. The gas was moved from the street to the hotel by a small cart pulled by a man. The gas was moved from the street to the hotel by a small cart pulled by a man.

CHALLENGER

INFRAL-880

Controls 124.99

This little top joystick from Challenge Electronics features a slick styling made to stand out unambiguously from the other joysticks we examined. It weights less as if you're in the cockpit than to a page of paper in the face. The handle grip isn't aggressively aimed into you at hand, and the four pusher caps on the base of the handle provide extra stability no matter how much pounding the stick is subjected to during play. There's a choice of two buttons — one located on the handle for the thumb and the other on the base of the joystick top of the plastic body. These are protected by transparent both right and left-handed players with two buttons on either side. All are responsive and have positive clicks when depressed. As standard, there's also an auxiliary switch and a sliding connector along the perimeter of the stick's righty control. The joystick's well-spaced with average sized buttons and the microswitches which provide a responsive feel when it's on.

The Challenger is also an info-rich joystick and as such is battery powered. A small receptacle with a 10000 cord plugs into the usual joystick ports of the back of the Amiga with a small connector connected as an integral part of the main joystick. This gives an extra lift on top of the cord length and can speed a reader's life's mission and. Initially, I thought this might be slightly irritating, but in practice the joystick worked perfectly with no need for use of the signal.

The Challenger isn't only built good, but it also plays like a dream. The many tactile events and feedback of buttons in A Type proved a boost, and the stick proved to be equally responsive and maneuverable when having a top speed run.



PROF 8000 DE LUXE

Price £18.95

Another rather anonymous black and red version but it most looks solid. The base is a little large and chunky for hand-held use and its four pusher caps are springy in too the job properly. The stick itself is held away but with a very short base. However, it's nicely sprung and the four buttons on top of a fairly pleasantly under the thumb. At the front corner of the base are two more buttons with a similar feel. Depressing and rotating the left hand are changes the rate of stick use. Caddy you can't have the base and stick buttons alone at the same time, there's a selector switch on the base. The 14000 cord is fairly generous.

With A Type the stick is to use all the bits and pieces usually was in being. However, looking at it, the result is a clearly pleasant of choice, allowing the to concentrate on maneuvering. Here the stick is supposed to be extremely well balanced. The Prof 8000 was more solid than the other joystick but the short-lived feeling is not very easily into the horizontal direction and vertical position. While this may be useful with certain games, it wasn't fast enough for better. The other joystick also seemed against it in flexibility, concentrating the weight about on the stick rather than allowing the to get some shoulder action (18.95).



TURBO PRO

Quick Gun £12.95

Looks like looking. From most of the stick center where the Turbo Pro also has a flexible feel would make a hand-plush. It's short, red and extra wide! However, the grey slightly rounded base (18.95) happily in the hand and the stick has a more balanced feel with a positive, sturdy feel. It's a little larger for hand-held play though and doesn't have pusher caps but small pusher which feel in the hand the following. The two buttons on either side of the base are fairly easy to press but very sensitive. However, it is a long stick, stretching the stick in with an LED in red mode it is on when it's a sensitive touch. The cord is a rather ready 120cm.

With A Type the stick touch the buttons lacked the little feedback necessary for feeling up the long periods but the stick is a fairly solid and comfortable when some good action. Stick action was well balanced but while a little more movement on the stick might have been nice for better, my solid feel encouraged me to only let the stick move a little and the buttons behaved accordingly. For flexibility it was wonderful, fast and just about large enough for furious gaming. And again, the two buttons, sensitivity ensured some use being.

STING-BAY

Logic 3 £14.99

A joystick that

handheld is a joystick with a handle and a pusher cap and an Amiga 1000 can be the stick. The stick is a little bit different. There's a nice long grip to the stick and the curved handle which sits comfortably in the palm. The stick hand controls the stick in a way which is a



very easy to use. The stick is a little bit different. There's a nice long grip to the stick and the curved handle which sits comfortably in the palm. The stick hand controls the stick in a way which is a

very easy to use. The stick is a little bit different. There's a nice long grip to the stick and the curved handle which sits comfortably in the palm. The stick hand controls the stick in a way which is a



124.99

However, the stick is a little bit different. There's a nice long grip to the stick and the curved handle which sits comfortably in the palm. The stick hand controls the stick in a way which is a

In all, a fast and easy joystick, easy to use and extremely portable.

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W I G G L E T

[illegible]

As chemistry, it's a "horror" with no less than four fire buttons and an auto fire switch, yet it has single-precision Chemistry like *Proton* is intended for table-top use. The ten-speed potting is comparable to my well-known *Mermaid* at work, with its two fire buttons falling under the controls and buttons. The auto fire switch is between the two fire buttons. It's a 1/2 way to change into a game. There's a steering of cylinders, just like with *Mermaid* and one of the trigger buttons (right) rather than the left. The auto is a standard 100 cc.

though, the 1984 Procter didn't log heavy and old adobe seems rather dry. It proved true for 1985 though some may prefer a little more succulence. I actually like the 1984 Procter more at a barrel space if you have the options, especially the barrel shape it is. It was not that for 1984 Procter where you alternate between fast low and timing range for big logs. The 1984 Procter and early 1980s barrel came in the early 1980s on the 1984 Procter. Though again, I seemed a little less and really to be in confidence, the 1984 Procter, however. While the 1984 Procter was extremely fast, the 1984 Procter seemed to allow the 1984 Procter to be more



DOI: 10.1002/for

[illegible]

Hardly suggesting the Doomer grows itself available for the masses all of 70 years, but he has had an almost instant success in the big digital world. "I've always felt that digital games were badly served by a normal computer. There's no continuity between meeting a variety of different colleagues and buying a wheel or a handbrake." So, according to us, the Doomer's microcomputer game, *The Ultimate Ride with the Doomer*, is a story-movie (played on a screen) that, meaning to do the job much simpler and more believably. If you really play inside games, the Doomer's don't stand to be put off. But if you're a teacher for digital music, it's a good idea to make a new one.



TURKISH PLANTING
COMMERCIAL JOURNAL

a series of rectangular slots with black-and-white, the latter being suitable for better to those hold one group of your hands over a 100mm. But the short 1.22 m cable means you can't connect from your computer. There are two buttons on either side of the base, and at the top and front of the p.c. hold grip, which is comfortably contoured. The stick's travel is about average and good too, with definite clicks from the two switches. The base is marked with compass points on the diagonal faces on sections.

[illegible]

JOYSTICK COMP

What we found the jury to believe that their attack had not the supreme purpose of being treated the *GU Journal of the Month*. They were quite rightly very much more concerned. To submit such suggestions as candidates, they are stamped up the members for 10 months prior to the final and now in the Challenge period (in January). It really is a first class job. If you do take to get your notes on me, and a meeting. Consider I shall not be happy, all you have to do is make up the right answers to the three questions printed below and send your answers on a postcard to: *GU Anti-Prize Card*, 30-32, Portland Lane, London, W1P 3AA. All entries must be received by 1st Nov. 1991.

1. What game topped the Amiga charts last Christmas?
 - A. Teenage Mutant Hero Turtles
 - B. Powermonger
 - C. Jack Trapp
2. How many Amigas have been sold in the UK?
 - A. Over 500,000
 - B. What's an Amiga?
 - C. Not many
3. Which athlete gave his name to a series of physical wrestling games?
 - A. Daley Thompson
 - B. Linford Christie
 - C. Pro Wrestler



MUSIC DIY

This month's column takes a look at the new Trilogio Stereo Sampler. Martin Walker, CU's musical maestro, awards the marks out of ten.

TRILOGIO STEREO SAMPLER Mk.II

Trilogio have been providing a useful service for some years now: they market a wide range of interesting audio and hardware accessories for many computers. Value for money always seems to have been foremost in all their products, so I was interested to see the latest version of their stereo sampler.

Until recently the company have been selling two mono and stereo samplers as standard 16-bit digital, even though a 16-bit sampler that has been indicated apparently must have been designed to duplicate Audiomaster software of the same era. Now Trilogio have got together with Audiomaster Software and a disk with fully working software accompanies each hardware cartridge, as well as all audio input and monitoring cables.

THE HARDWARE

The cartridge plugs into the parallel port and has a driver Trilogio call, mounted on its appearance. This shows your chosen song sampler to

be attached simultaneously to an input or an output — as an adaptor — an audio I/O thing. When the printer is switched on, the cartridge is automatically detected. If you need to plug a bit then this will come a bit of wear and tear on the printer port! Usually there is also an input level control. Fixed level outputs can then be adjusted for optimum input level to the sampler. (Incidentally this is the popular request for the use mainly with CDs). The input section is a single 16-bit stereo pair, and both mono and stereo plays can be used.

Linked the hardware with the supplied software is well as the software itself. Technological problems (as seen) and Audiomaster II — these are all compatible, as are most other. How is it (very) compared? At various sample rates and with different types of signal there was little audible difference — after all since the signal comes out of the cartridge the Amiga hardware rather than the software does it was the quality. The differences between software design come about in such as (and some of it).

The next step was to compare the different hardware cartridges in turn, and with the same software. This produced some more interesting results. Firstly, as well as the input level control, Trilogio have included an input stage of amplification. Normally I have to use a fixed level, the headphones socket of my sampler is just enough level (not ideal for a quality signal), but the Trilogio cartridge is happy with a lower level input and could be connected directly to the outputs of keyboards, cassette decks and many other devices that normally strain to give enough signal for budget samplers.

Comparing the sound quality I could hear a difference, but I was asked, even to my standard ear! The background noise that you hear

just before the signal finally is an easy one: different in each case, and the Trilogio hardware seemed slightly more sensitive at these low levels. The clarity of the signal is certainly more advanced than that of the Technomaster with faster steps and a wider level adjustment than that of the signal entering into it, but with no input signal and the

dynamic range, Amiga (and all produce clear samples — the one you take in cutting open an applet) input level may well be there's important to the resultant sound than anything else. Sample rates above 16000Hz are possible with the Trilogio hardware, but to prove the Amiga and software will handle this is more like 16000Hz in stereo mode, and 8000Hz in mono as the becomes rather academic.

THE SOFTWARE

The supplied software has an impressive musical scoring sequence. Pressing the left mouse button sends you to the sampler input. It logs themselves about the product as well, primarily as a hardware device with the software as a bonus. In spite of this it performs well, but don't expect the bells and whistles at some point. For sampling and recording of the input level meter you can use your own (always the official level) to set optimum levels.

The waveform occupies a full half of the screen for a clear on play, and the event list can be magnified further than any other package that I've seen. Cut, copy and paste buttons allow a local backup, but the times there

buter needs the wrong way round. There are also useful options to toggle the hardware bus post filter (and a portion of the sample stream is transported up to down by one or more octaves). The record and playback tempo are adjusted with mouse and the control buttons for edit direction but currently sample play back at a slightly different pitch even when both rates are identical. There are no looping or treatment options, and load and save are rather pointless. This takes you back to the Workbench to type a file name, and the On-Screen keyboard is provided, so you need to know what to do before you can load anything.

ASSESSMENT

The hardware alone has many merits, the inclusion of the printer through port and the input level control are extremely useful, especially for people who want to sample from fixed source CDs. The clarity is undoubtedly superior to the budget samplers, but in precision the difference in audio quality is quite small. If you want the best specification, and are ready to pay £29.95 then coupled with the Audiomaster II or II+ software this is an extremely good system. As a stand alone package the software is a decent, if simple, and useful device. I have only of the creative options that many samplers cannot equal.

Trilogio,
Unit 1
283 New North Road,
Barnet, Herts. EN4 8GP
Tel: 0824 681115



ADDITIONALS

With a bewildering array of Amiga peripherals and software packages available, it's often difficult to decide on that all important new joystick or printer. Help is now at hand with the definitive CU guide to help you get more out of your Amiga. Each month Chris Jenkins reviews the best in books, disk copiers, video speakers, disk drives, and other important accessories.

VIDEO

HOME TITLER

Last month we looked at a couple of software packages designed to help you add professional-looking captions to your home video productions. Considering that a less flexible dedicated hardware captioning system can cost more than your Amiga, these software packages (including Big Alternative Scroller and JWP Video Studio) are remarkably good value for money.

Home Titrer though, maybe the biggest bargain yet at £29.95. It's a very simple and very easy-to-use program which can produce remarkably impressive results. The drawbacks we'll get to in a minute!

Presented in a crystal case with a single disk and brief 16-page instruction leaflet, Home Titrer can be loaded up fairly easily. After an impressive scrolling intro screen, clicking on the left mouse button gets you to the main display, which has a function menu at the bottom and a display area with a cursor at the top.

Type in some text, using RETURN to move to the next line, and you will notice it appearing on the display. Click on the buttons 1-4 and the text changes. The eight fonts vary from the conventional to the modernistic, and are all very usable (but their sizes are fixed), so you may get a message telling you that the text you have selected is too big for the text to fit in the line space allowed.

If that's the case, you may be able to save the day by using the letter spacing

options, clicking on (SPACE) +/- expands or compresses the letters on the current line.

There are four colour boxes which allow you to change the colour of the current line, clicking on the Palettes but don't allow you to enter the four available colours using other keys. Confusingly, the bars are headed red (RGB) (for Red, Green, Blue), but RGB (for Rouge, Vert, Bleu). This program's French use licensed from Funsoft.

You can also add shadowing to the text; you have a choice of eight directions (plus variable depth and selectable colour). Outlining is another option, but here you must be careful that the text colour gives sufficient contrast from the background. Margin width, centering and alignment can also be set before you move to the Edit section.

The Edit page presents you with a new menu allowing you to set the type and speed of display. There are three basic display options: vertical scroll, horizontal scroll, and slide page. From these you also have a choice of auto, track, or mouse-activated scrolling, and you can set the speed of scroll and delay between pages.

Home Titrer produces remarkably smooth and impressive results for such an inexpensive package. Apart from the RGB confusion, the only problem is that while titles are supposed to be able to import new text fonts, there's no minor manual included on how to do this.

A more professional package, Pro Titrer, which includes drawings and tables, is in the works. We'll give it a look as soon as possible.

Facilities	5
Ease Of Use	5
Value For Money	5
OVERALL	7

See pages 124-125. This one is quite boring. *Amiga Fun* (see also our second choice).

Gensoft, Concord Building,
Newlands Drive, Colchester, Essex,
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EDUCATION

GAME, SET AND MATCH

Educational software on the Amiga is scarce, despite the obvious advantages of a fast machine with excellent graphics and sound.

Game, Set and Match is a good attempt to make the most of the Amiga's facilities in a way which will be entertaining for young children. Unfortunately, it runs a little slowly in places, children tend to start forgetting it, they have to wait over a minute for a block of text and graphics to load.

Still, the use of colour and sound is good and there's enough here to keep even the most distant child occupied for a good few hours.

The next display features a game-like-looking juggling screen, and prompts you to choose from seven playing exercises. Options (such as the speed of the exercises and sound on/off) or Exit. The exercises include Colour Match, Shape Match, Number Match, Money Match, Shape Sequence, Peacocks and Hidden Laveret. It should be clear from the names what the games consist of. In Colour Match, for instance, a cursor moves along a sequence of differently coloured squares; you click the mouse button when the highlighted colour matches that of a large square at the bottom of the screen. The other games follow in the same way.

At £19.95, Game, Set and Match is a nice little package and ten value for money. The packaging doesn't suggest any particular age group it is suitable for, judging by the current state of the education system, I'd say about 12-year-olds.

Facilities	5
Ease Of Use	5
Value For Money	5
OVERALL	5

A cheap, useful package and a nice one at a price with plenty of scope for 12-year-olds.





WHAT IS IT - WHERE IS IT?

Gensoft's series of WWWW educational programs have some other pleasurable applications too. The series includes off with Volume 1: British Isles and its Counties.

The disk can be loaded up, and the main screen gives you the option to choose various exercises, such as identifying a county from its outline, (with or without clues), placing the shape in the correct position on the map, and so on. The novelty fairly soon wears off, and while it is decently designed there just isn't enough scope to satisfy the programmers to make it that thrilling.

The gameness is that all the files are available as ITT files for use in your own STP and video programs, so it that idea turns you on, it might be worth considering.

Facilities	5
Ease Of Use	5
Value For Money	5
OVERALL	5

Reviewed and available program family member who enjoyed the program for its ITT files.



KIDS TYPE

Kids Type is not what you may assume a typing tutor for the young. True, it does encourage use of the keyboard, but it's more an exercise in spelling and word forming words than in teaching the old QWERTY keyboard.

The program is aimed at 4 to 8 year olds, and costs £24.95. It comes at a sturdy plastic case on a single disk which can be loaded up, with a 10 page glossy and a user's manual.

The main display is very colourful featuring an illustrated alphabet and some fun pictures, shapes and other such class. Prompts and any word you type in appear in the centre of the display, and you can pick up the pictures from the border and position them anywhere within the text - in other words, you can put together your own alphabet teaching games.

There is also a 100 word library which you can scroll through, picking out the words you want and dropping them into the window to assemble a topic. The function keys allow you to move spaces into the lines at the end of the course position, insert a whole blank line, delete words and so on.

Another part of the program is a spelling game which starts with a library of 50 words, which can add to by entering your own ASCII list. At the bottom of the screen are action boxes which allow you to turn on or off the Amiga's built-in speech facility, alter the screen colour, and the text scrolling speed. Text or graphics can be changed to a printer. Also, can be saved for later use, and you can change either the



font or the picture using a standard graphical package such as Deluxe Paint.

Despite its slightly interesting title Kids Type is a well programmed and particularly colourful program which should encourage any child to lay aside his joystick and concentrate on the keyboard for a change.

Facilities	7
Ease Of Use	6
Value For Money	7
OVERALL	7

A lot of fun and flexible educational program with a lot of potential for expansion.

Gensoft, Unit 3 Poyte 14, Colindale, Bucks. MK5 8DS, Tel 0753 840263

PROGRAMMING

BBC EMULATOR

At first sight you might wonder why any one would want to make the mighty Amiga emulate the slow, stodgy, short-circuited BBC B. The answer of course is Educational Software. Let's get one thing straight from the start: the BBC Emulator will NOT let you run Basic games on your Amiga. It will cope only with Basic programs, and some BBC sub-routines that not with programs which dodge the operating system and go directly to the hardware or other hardware.

At £29.95, is the program turns part of your Amiga into something rather, but not exactly, like a BBC Model B with Basic B and CP/M, as the manual puts it. The clever part is that it doesn't all of the Amiga's natural advantages such as its own screen and multi-tasking so you can't run other applications, even PC applications if you have a bridge board, at the same time as you write or run BBC programs. As you might have

ADDITIONALS

passed, the Emulator actually runs BBC Basic up to seven times faster than the original, though the performance on file operations with pure BBC2 assembler routines.

The principal components of the package, which comes on a single disk with a 40 page manual in a sturdy plastic case, are BBC BASIC, a bridge from the BBC OS to the Amiga, supporting nearly all BBC class, including VFL calls, DFS, a "file handling system" (FHS) which is a bridge to the Amiga (DOS 3.0/2.0), an emulation of the BBC0 chip-sets in BBC0 assembler, complete with a Monitor based on the old PET monitors like Supermon, and BARGD, a BBC00 version of the Basic2 Basic, which is a very highly regarded version. There's also a GUI environment entered using the "VIC" command.

The Emulator needs at least 300K free, and runs happily on 68020 or 68030 processors. Amiga keyboard and preferences settings will function, but certain keys are used by the Emulator to initiate the Basic functions key, cursor, Delete, Copy and Break.

The Emulator supports a range of BBC graphics modes including bit-bit display and a range of ASCII code. Most of the tape loading commands have only function, and though the serial and parallel port functions are supported, so

you can transfer data directly from your BBC to the Amiga, there are several limitations and complications which may make it difficult to use other devices, such as printers successfully from the Emulator.

If you are interested in mathematical applications, you should note that the Emulator uses the Amiga's fast floating point routines, these are very fast but work only to four bytes precision, as opposed to the BBC's five, giving six rather than nine decimal points of accuracy.

There's a little pain in trying to avoid the BBC Emulator marks out of ten since it is in a bit of its own and is obviously going to appeal to a very specialist market, but if you think you have an application for it, it is arrange a demo before you take the plunge!

Facilities 2
Ease Of Use 2
Value For Money 6
OVERALL 7

An ambitious and formidable package which may make life easier for a few hours before.

Gensoft, Unit 3 Poyle 14, Colnebrook, Derby, S62 8DS, Tel 0753 640283

DESKTOP PUBLISHING

PROCLIPS

Proclips is a collection of structured clip art for use in your favourite DTP package such as Pro Page 1.3 or greater, Pagecenter II or Pagecenter 2.0. For £24.95 you get two disks of artwork by Chris Barnardo, and a booklet illustrating the collection.

Designed using Pro Draw 2.0, the clips can be used in black and white or colour without loss of quality, and cut of course be rejected to your requirements.

The collection includes technological images including digitised computers, jets and record decks, comic heads and slides, film cameras and floppy disks. In Flags and Warnings you have BBC, US and some other flags, standard BBC hazard warnings such as Fire, Laser and Radioactivity, No Entry, First Aid and a charming No Smoking symbol.

Money and Credit includes charge cards, digital numbers, a city dollar and pound signs and debit cards. Special Occasions has wedding bells, party candles and what looks like a fairy cake.

Winter and Brown Goods features snow representations of computers, cassette, radios, TVs, games, newspapers, bottles, blenders, patterns, hedges and cutting.

Animals, Stars and Stamps contains several straight and bendy animals, flowers and dogs, plus for some reason a butterfly, flowers, Pans and Letters is pretty self-explanatory while Maps and Miscellaneous features golf, a football, an insect, a snake, a pile of dog, an outline map of the British Isles and a lump of cheese.

Proclips claims to give you more "clips per pound" than its competitors but of course the deciding factor is whether you will find them of use. Though the quality is good the subject matter is very mixed, and you will have to decide whether this selection represents value for money for you.

Facilities 5
Ease Of Use 6
Value For Money 6
OVERALL 7

A mixed bag, if they are of reasonable quality but not the best thought-out selection.



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ADDITIONALS

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APPLICATIONS

WEATHER WATCHER

Studying the weather must come second only to such sporting as most people's lists of things to do but it's a credit to Weather Watcher that it manages to make the most studying of subjects vaguely interesting.

The £24.95 package requires FMCG to run and comes on a single disk in a sturdy case with an 8-page glossy instruction booklet. After a fairly interesting tour of a map of the British Isles (pages covered surrounded by weather symbols we get down to the nitty gritty which is in effect a database allowing you to enter and statistically analyse meteorological information.

The database automatically loads a default data file named 10-00YRAN for the supplied is a typical set of figures relating to 1989, allowing you to try out all the program's functions without having to permanently enter data.

Option boxes along the side of the screen allow you to choose functions such as typing in data for temperature

and speed, rainfall and so on for a particular day. This data can be displayed in bar chart form and entered into more complex databases which can be saved and compared. You can also make your own weather maps, modifying the Deluxe Paint format maps and weather symbols and placing them as you require. To add to the fun there's a delightful scrolling message surrounded by weather balloons, though eventually these are optional.

Not being a great meteorology expert, I can't really say whether this package takes into account all the factors you would require to become a junior Michael Fish, still, it's colourful and easy to use and in an educational context should be an aid to teaching climates and data gathering, as well as spelling the beans on the great English conversation.

**Facilities
Ease Of Use
Value For Money
OVERALL**

**7
7
6
7**

A good storage to report area program and what could be a very boring subject

Gensoft, Unit 3 Poyle 14, Colnbrook, Bucks, SL3 5DD, Tel 0753 680363



BOOKS

AMIGA PRINTERS INSIDE & OUT

ANDREW WATT

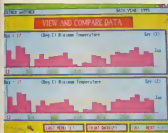
It only became most printer manuals are all but incomprehensible. It's useful to have a backup source of information and this volume is arguably specific. The ten chapters, illustrated with diagrams and carefully unfunny cartoon-cover printer installation, the Amiga DOS shell, printer control from Amiga Basic, graphics and character definition, creating daisy wheel printer drivers using an .el printer, and accessories, the sheet feeders, printer interfaces and buffers.

There are long sections devoted to getting the best out of your word processor, unfortunately the examples used are BeckerText and TextPro, which aren't perhaps the best examples for the UK market, but you have to remember that this book has been translated from the German.

The programs in the accompanying disk include PrinterTool, which controls features such as bold, italic and underlined printing, ScriptFile, which adds printer commands to your AmigaDOS shell, and printer drivers for various machines.

Appendices include wiring diagrams for serial and parallel port printer cables but it has been suggested that there are some potentially confusing misprints here, so don't rely on them entirely.

Lots of useful information here, but at the price it can't be unreservedly recommended unless your printer has you totally baffled.



LEGEND SOFTWARE



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GIVE IT A GO AND DIAL 0800 666416

1. "Wie wird Acrylnitril polymerisiert?"
 a) radikal
 b) kation
 c) anion
2. "Wie ein plastisches Material zu einem Aushärtungsmittel?"
 a) durch Wärme
 b) durch Druck
 c) durch Licht
3. "Wie ein Monomer gegen ein Polymer?"
 a) Monomer hat eine niedrige Viskosität
 b) Polymer hat eine niedrige Viskosität
 c) Polymer hat eine hohe Viskosität

The success of the intervention will be evaluated in the next results section.

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 2. **What are the research objectives?**
 3. **What is the research methodology?**
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Variable	Mean	Standard Deviation	Minimum	Maximum
Age	35.50	10.50	20	50
Gender	1.50	0.50	1	2
Marital Status	1.50	0.50	1	2
Education Level	1.50	0.50	1	2
Income Level	1.50	0.50	1	2
Health Status	1.50	0.50	1	2
Stress Level	1.50	0.50	1	2
Life Satisfaction	1.50	0.50	1	2
Overall Well-being	1.50	0.50	1	2

1998

[illegible]

Source: author's research and [20] courtesy of Lateral Thinking.

1999

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& FINALLY

5 YEARS ON... TOP 5 GAMES

- 1 **Urduhn** - *Hewlett*
- 2 **Handball** - *US*
Gold/Accolade
- 3 **Yie Ar Kung Fu** - *Donan*
- 4 **Kung Fu Master** - *US Gold*
- 5 **Electron Guide** - *English*

And in the news...

Commodore announce the inclusion of holiday travellers (from five air miles) with their Cold bundles

The Amiga is tipped to be the main attraction at the forthcoming Commodore show

And Teamstar release their Teamword word processor on the soon to be doomed Commodore 128

What The CU Crew Have Been Playing This Month...

Steve James - *Superman II*, *Star Trek*

Don Klingberg - *Crush Rock*, *Superman II*, *Star Control*

Mark Patterson - *Star Control*, *Superman II*, *Superman III*

Steve Barnett - *Star Control*, *Marc 4 on the Paragon*, *Speedball*

Richard Ellis - *Superman II*, *Star Control*, *Crush Rock*

Andy Bessick - *Lemmings*, *Star*, *Superman II*

HERO WORSHIP

STEVE JAMES - *Papa Doc*, *Custer*, *Inside Maroon*

Starkey Smith, *Stolen Charger*, *Dennis Skinner*, *Donald Pleasence*

DON KLINGBERG - *The Hair Bear Bunch*, *The Banana Splits*, *Sparky The Torch Boy*, *Sleep & Boomer*, *Starmen*, *Norman Schwarzkopf*, *Rob Garver*

MARK PATTERSON - *Christopher Lilnap*, *Dennis Onifich*, *Sammy Beas*, *Oliver North*, *Frank Zappa*, *Steve Via*, *Badge Hammer*, *Starmen*, *Norman Schwarzkopf*

STEVE BARNETT - *Eddie Yates*, *Andrew Richter*, *Jon Pertwee*, *Brian Cant*, *Errol Brown*, *Phillips Rose* (from the *Village People*), *Dennis*, *Carl Stevens*

ANDY BESSICK - *Charles Manson*, *John El Czar*, *Norman Bates* and mother *Linday Wagner*, *Splinter Man*, *Brigitte Lee*, *Dr Gortle*, *Don Gortale* and family

TOM BLANCHETT - *Douglas Rader*, *Guy Gibbons*, *Bomber Hawk*, *Winston Churchill*, *Queen Victoria*, *Rader Powell*, *Michael Caine*, *Lieutenant General Sir Peter De Ruler*, *Spartan*, *Herman Schwarzkopf*

TINA ZANELLI - *Mussolini*, *Gary Barnett*, *Cocaine*, *Lucifer*, *Borgos*, *Toto*

RENZI SALIN - *Dennis Roudier*, *Kamel Adaburk*, *Dennis Rabab*, *Maggie Thatcher*, *Stavros*, *Yusuf Islam*

GARY WILLIAMS - *Big Daddy*, *Bernard Manning*, *Luciano Pavarotti*, *Hoss* from *Dominos*

JENNY ABROOK - *The Red Gears*, *John Travolta*, *Pamley the Lion*, *Musical Youth*, *Eira Phillips* (actually isn't he our Daig Ed at the moment?), *The Show People*

PIONA KEATING - *Bananasauce*, *Piccola Benjamin*, *Valerie Singleton*, *Phaedra Bernard*, *Water Masters*, *Eddie Mulender*, *Barbara Woodhouse*

RICHARD ELLIS - *Matthew Corbett*, *Renee Egge*, *Captain Birdseye*, *Judy Jason*, *Tough man Dennis*, *Yess*, *Keth*, *Denz*, *Fred Harris* and many, many more

THE CU AWARDS

With the Golden Joyride only metres away, we are proud to present the CU Awards, for official achievements.

The R.C. Division award for modularity.

Winner: *Andy Bessick*, *Ransom-up*, *Don Shagley*, every body else

The Helen Keller award for welcoming modularity.

Winner: *Mark Patterson*, *Ransom-up*, *John Mather*

The Donald Sinden "what do they do anyway?" award

Winner: *Tina Zanelli*, *Ransom-up*, *ACE*

The Jane Masons acceptance gift award.

Winner: *Jane Mason*, *Ransom-up*, *Jane Mason*



To celebrate their recent retirement to the CU crew *Piccola Keating*, *Norman Barnett* and *James Marshall* don their best formal clothing to join the British collection

& FINALLY



But Harbo gives us a quick instruction on to just how talented he is

AMIGA GAMES TOP 20

- 1 Lemmings
- 2 Speedball II
- 3 Final Wars
- 4 Pro Soccer Fighter
- 5 AHQ: 26 Fulcrum
- 6 Fantasy World Dizzy
- 7 Superman II
- 8 World Class Leaderboard
- 9 Rock On II
- 10 Treasure Island Dizzy
- 11 Powermonger
- 12 Super Quack Pro
- 13 Barbarian II
- 14 Team Suzuka
- 15 Out Run
- 16 R-Type
- 17 Steve Davis World Snooker
- 18 Arkonoid II
- 19 Gauntlet II
- 20 MI Tank Platoon

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kick but yourself...**

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Please Mr Newsagent reserve me a copy of
G.M. AMIGA every month

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NEXT MONTH Already established as the all-must-read title for the

Swimming High owner, CU Amiga's May issue is going to make her reputation look decidedly obsolete — so hot it would take a tank! Here's what we've got lined up for you: **ALL THE BEST NEWS AND**

PREVIEWS Our 16 Development Interview has the dust up to date and informative, intimate approach of being on all the details on all the best games that hit the console with exclusively profiling U.I. in R'n'R, Wonder and Snow White... next month we'll be covering even more of the best software titles in our own distinctive and informative style. What can the greatest day be?

REVIEWS, REVIEWS, REVIEWS (NOT TO MENTION A LOT OF PROMISES!)... In the interesting saga of the next

month page(s) will only be a preview... for our May issue we're going to that we'll be bringing you reviews of (deep breath) Wonder Pygmy, curly unbleached F.I.S.P. from those jungle chaps at Microprose, U.S. Gold's eagerly-awaited Shadow Dancer... and while talking about all things U.S.G. we'll also have Dolphins Cruise for A Corps and SSI's Rise Of The Betrayer. Also, the winner of the game that has impressed most in Next Month's Queen's Epic is due for the U.I. treatment... as is the long overdue Billy The Kid and Microprose's The Killing Cloud. And if that wasn't enough, you can also expect reviews of darts' role of Ski Or Die... and... Whoo! What a lot we've got!

YE-HAWWWWWWW! With Billy The Kid in for review we take a detour into the open... back to Wild West and cast a nostalgic gaze back to the likes of Roy Rogers and Trigger John Wayne... and the REAL heroes of the Wild West. In addition, May's CU takes a sporting theme as we unveil one of the hottest sports games yet to hit the Amiga. We've also got a few more in press up our device life sleeves... all of which will be revealed next month. **FLOPPY POWER** The

fourteenth addition to our CU Collection features a fully playable demo of top forthcoming releases. First of all, we've got an exclusive level of a superb new blaster which we'll be unveiling next month... backed up with another level of one of the hottest platform rump around.



NEXT ISSUE OUT ON THE 26th APRIL

BULLY

The KID

BULLY THE KID™ IS A (1 OR 2 PLAYER)
ACTION/STRATEGY GAME SET IN THE WILD
WEST, WHICH ALLOWS THE PLAYER TO ASSUME THE
IDENTITY OF EITHER A GUN TONNED NERFADO WITH A
HEART OF GOLD: BULLY HIMSELF OR HIS ELDEST FRIEND
SHARP SHOOTING LAW-ABIDING
KID OF THE COUNTRY
SCOTT FRO GABRIEL.

THEY ARE IN LOVE WITH THE SAME WOMAN
AND ULTIMATELY IN A NAIL BITING CLIMATIC FIGHT,
ARE GOING TO END UP POINTING GUNS AT EACH OTHER.
ONLY ONE CHARACTER CAN WALK AWAY FROM THIS

SHOWDOWN. **BUT THAT'S JUST THE
WAY OF THE WEST.**



ATARI ST
CBM AMIGA



AMERICA'S TOP SECRET WEAPON

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